VOLUME ONE

HE-MAN AND THE MASTERS OF THE UNIVERSE™

A CHARACTER GUIDE AND WORLD COMPENDIUM

ALSO FEATURING SHE-RA, PRINCESS OF POWER

SY-KLONE

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VOLUME ONE

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OF THE UNIVERSE™
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ABOUT THE CONTENT OF THIS GUIDE

Welcome, Young Warriors!

Guard this tome, for it contains many of the universe's greatest secrets! But before you proceed with unleashing the power within this guide, I have some important notes regarding its contents . . .

Masters of the Universe is a thirty-five-year-old property—and its sister property, Princess of Power, is nearly the same age—and its mythology is spread across many canons. My Scribes have made a great effort to include as much as possible, but some things may have accidentally fallen into the Tar Swamp. If an obscure location or one-off race of beings didn't make it into this book, the Scribes of Scrollos sincerely apologize.

Other things were left out on purpose. Before we explain why, let's define a few terms.

- **Categories:** these are the main chapters of the guide, which include "Characters," "Beasts, Creatures & Monsters," and so on.
- **Entries:** these are the individually named items in the guide. For example, "He-Man" is an entry.
- **Canons:** these are the sections within an entry that pertain to the source of the information. Each canon section bears a date and title.

It must be noted that my Scribes worked under certain guidelines. They steered clear of behind-the-scenes or developmental sources, such as interviews, convention panels, intercompany bibles, production art, or unused concepts. For licensed publications, cartoons, movies, and other official sources, they tried to avoid including things that were unnamed. That said, some weapons and artifacts attached to named characters did merit their own entries. And finally, they did not use some canon source material if its story content was minimal (for example, this guide excludes coloring book canons). But rest assured that as many canons as possible have been chronicled here, to the best of my Scribes' abilities.

Also, please note that the dates of the canons refer to the year the individual canon started, rather than the year in which the entry appeared within that canon. For instance, while a character may not have appeared in the Filmation *He-Man and the Masters of the Universe* cartoon until 1984, these cartoon entries are dated 1983, the year the cartoon debuted.

My Scribes also tried to include images for as many canons as possible. But due to space limitations, they could not use images for every single canon. On top of that, some entries do not even have images, so your imagination must do the work!

You will also notice that the entries don't include all possible canon sections in which that entry appeared. In cases where an entry's appearance, personality, or actions did not differ significantly from those described in the previous canons, a section will have been left out to avoid redundancy. For example, one character may have a canon section for the 1983 Filmation cartoon, but the section for the 1986 Marvel Star comics, in which the character's story was nearly identical, will have been left out.

Lastly, in the world of Masters of the Universe, the line between categories is often blurry. As a case in point, the distinction between a character and a beast is almost impossible to discern at times. Battle Cat could easily fall into either of the aforementioned categories. So if you don't see your favorite green tiger in "Characters," then it's because he's in "Beasts."

In the interest of maintaining my records, I value the input of those of you who want the most from the information housed within these pages. Therefore, if you discover something that you feel is missing or incorrect, please contact the eternal guardians of Dark Horse at **heman@darkhorse.com** with details. The Ancients willing, we may be able to include that information in a future edition!

With all of that in mind, we release you now to peruse the greatest guide created to date for the worlds of He-Man and She-Ra. I hope you find the answers you seek!

Be brave!

Scrollos

FOREWORD

IT WAS ALWAYS MORE THAN JUST A TOY

The first time I met He-Man, the Death Star above Endor had just blown up. I was a *Star Wars* kid, wandering the aisles of the local toy shop, searching for my next fix, something to get me by until Episode 7. (There was going to be an Episode 7, right? Hope sprang eternal.) And there he was. A mass of muscles on muscles. A furry Speedo that would make Conan blush. Towering over his puny 3 ¾–inch competitors, this "He-Man" could snap Luke Skywalker like a Twix bar.

And he wasn't alone. Stationed on the shelves beside him: warrior goddesses, savage henchmen, cosmic enforcers, lords of destruction, allies, enemies—Masters of the Universe.

I brought home as many as my mom would allow, and it got better. Packaged with each figure was a minicomic. There was crazy stuff going on in those books. A wild mash-up of sci-fi and fantasy. And at the center of it all was this relatable barbarian (no Prince Adam back then!) with one half of a magic sword, just trying to do right in the world.

And then came Filmation: Orko, Cringer, "I have the power!" This universe kept expanding, getting more faceted and deeper (and now in limited 2D animation!).

But it all came back to those toys—aptly named characters with built-in creature features: Moss Man was really mossy; Stinkor really stank! Like countless other kids, I spent hours coming up with plots for these plastic titans. Did you know Teela and Mekaneck were really estranged brother and sister? No? Hey, don't knock my kid continuity.

And that's the thing. All those stories that kids everywhere come up with? They're all true and just as valid as anything seen in comic books or on TV. It's one of the things that makes Masters of the Universe so compelling. It draws from so many genres and has been embroidered by so many storytellers over the years that there's no one continuity. It's a living myth, and every He-Man fan has the power to be a mythmaker, a Master of the Universe.

As you thumb through this book, you can feel that spirit on every page. Dark Horse and their team of determined archaeologists and forensic experts have mined the depths of every incarnation of Masters of the Universe and laid bare every fact, facet, and fallacy. They've produced an indispensable guide for fans who want to relive the past of Masters, as well as for those who want to rebuild its future. They've captured the multiverse in a bottle, while also revealing its core truth: We all have the power.

It was always more than just a toy.

ROB DAVID
Head Writer & Producer
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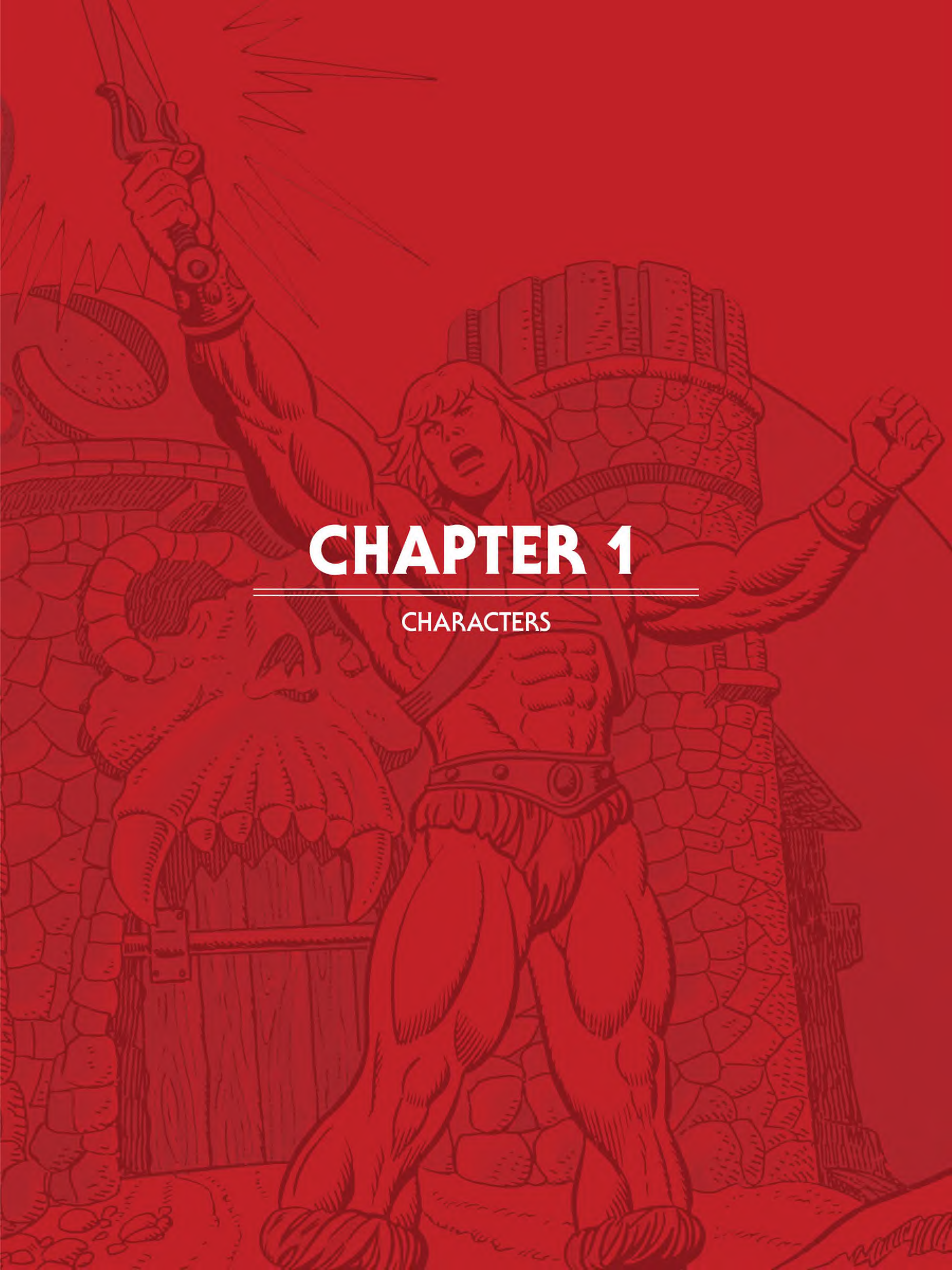
November 29, 2016



CHAPTER 1

CHARACTERS

ABRAM

[illegible] FILMATION NOTE ANIMATED SERIES
Abram was a farmer located near Mount Kroma. Although he was a young male, he had gray hair and spoke with a surprisingly aged voice.

ADE-REN

[illegible]
Skilled [illegible]
Thief

[illegible] UK MOTU COMIC MAGAZINE
Ade-Ren was from Jayma Dawn, a peasant village in the Night Zone. Tempted by the ways of evil, he concocted a scheme to rob all his fellow villagers. He donned a Horde Trooper costume of his own making and demanded the villagers hand over their gold, jewels, and other valuables. [illegible] exposed him as a fraud, shackled him, and took him off to [illegible] Tower for punishment.

ACROBAD

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Lightning fast reflexes
Leaping great heights and distances

[illegible] FILMATION POP ANIMATED SERIES
The sinister and mischievous Acrobad, alongside Dr. Dilmas, travelled throughout Etheria, seeking anyone to make easy money. Despite his less than vigorous [illegible], Acrobad was a gifted acrobat capable of high leaps and fast reflexes. He [illegible] in a [illegible] voice.

ADI

AFFILIATIONS
Council of Elders
Evil

[illegible] DC MOTU COMICS
Lord Adi was a wise Gar sage and a trusted member of King Grayskull's Council of Elders. Fearing King Grayskull's power and possible corruption after defeating the Evil Horde, he directed the Gar race to betray and destroy Grayskull's kingdom. He manipulated Grayskull's hand-maiden, Sepia, to drug and murder King Grayskull with a cursed blade.

It was later revealed that Adi was really King Hssss. The evil serpent ruler had at some point in the past consumed the Gar sage and wore his skin as a disguise.

ADMIRAL SCURVY

AFFILIATIONS
Evil Horde

WEAPONRY
Laser blaster eye

[illegible] FILMATION POP ANIMATED SERIES
Cold and calculating, Admiral Scurvy oversaw the Horde [illegible] operations on Etheria. He showed mercy for no one; his only fondness was for Squall, his overweight cat, which he cradled and nurtured like a mother would her baby.

The top right quarter of Admiral Scurvy's head was metal. While an eye patch covered his right eye, the eye patch was hinged and could flip open to reveal a blaster capable of firing a blast so powerful that he was able to knock Sea Hawk's ship, the Solar Sailer, out of the skies. The [illegible] Horde pirate dressed in a green coat with a red Horde symbol on his chest that completed his Horde power look.

[illegible]

ADORA

[illegible]
Leader of the Great Rebellion
Princess of Etheria
Horde Force Captain
Horde Enforcer

OTHER NAMES
She-Ra
Despara

[illegible]
Great Rebellion
Royal Family of Eternia
Evil Horde
Princesses of Etheria

WEAPONRY
Sword of Protection
Laser pistol

SPECIAL ABILITIES
Transforming into She-Ra
Leadership
Military tactics

1985 FILMATION POP ANIMATED SERIES

Princess Adora and her twin brother, Adam, were born to King Randor and Earth-born Queen Marlena during the Evil Horde's invasion of Eternia. Knowing the twins held a special destiny, Hordak attempted to kidnap them both but managed to escape with only the infant Adora through a dimensional gateway to Etheria.

With no knowledge of her true heritage, Adora was raised on Etheria as a member of the Evil Horde. Though Hordak oversaw her upbringing, Adora was raised by Shadow and Shadow Weaver. Shadow Weaver used mind control spells to ensure that Adora never questioned her history or Horde actions. The evil Hordak even displayed fatherly affection and pride toward Adora on occasion.

Adora served under General Sunder and made friends with a woman named Lofin. Climbing in the Horde ranks, she was promoted to the rank of Force Captain. Force Captain Adora led a squad of elite warriors created from Horde science and magic. As an officer, she commanded respect, even from other Horde members, especially Catra. The Horde members begrudgingly acknowledged her rank and dared not show any open disrespect.

During a confrontation with Rebel forces at the village of Thaymore, Adora came in contact with He-Man. Showing her quick thinking and tactics, Adora succeeded in capturing the Eternian champion. She took the Sword of Protection from him and felt a strange connection. After speaking with the imprisoned He-Man, Adora began seeking out the truth about the nature of the Horde. Riding her white steed, Spirit, Adora witnessed the cruelty and evil of the Horde. She also began to resist Shadow Weaver's magic.

The Sorceress Light appeared within the sword's jewel and encouraged Adora to call upon the honor of Grayskull. Adora raised the Sword of Protection. She spoke the words: "For the honor of Grayskull! I am She-Ra!" Adora transformed into She-Ra, Princess of Power, forever breaking Shadow Weaver's magical influence on her.

After an emotional reunion with her parents on Eternia, Princess Adora chose to return to Etheria and fight against the Horde. Upon joining the Great Rebellion, Adora became its leader. The princess was loved and admired by her fellow Rebels and the free people of Etheria. Unlike her brother, she made no effort to play the coward to protect her dual identity. The First Ones described Adora as brave, wise, swift, agile, and a friend to all, the qualities of She-Ra.

Although they had been separated for much of their lives, Adora and her brother shared a strong and loving bond. It is unknown how often Adora returned to Eternia, but it is assumed that she did on occasion. She always welcomed a visit from her twin brother and even her long-lost grandfather. Mira. Adora and Madame Razz were both friends and confidants, and her horse, Spirit, offered her wisdom in addition to companionship. Adora displayed great empathy toward those in need and was always willing to give aid.

Adora's primary romantic interest was Sea Hawk, though she was uncertain whether he preferred her or She-Ra. Eventually, Sea Hawk confessed his feelings to Adora, and their romance blossomed.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

The Filmation Christmas special established that the birthday of Adora and her twin brother Adam coincided with the winter festival on Eternia, the same time of year during which planet Earth celebrated Christmas.

1985 POP MINICOMICS

As in the Filmation animated series, Princess Adora was kidnapped from the Royal Family of Eternia as an infant by Hordak. But unlike the Filmation story, she discovered her destiny when she stumbled into the Crystal Castle while being pursued by Catra through Etheria's Dark Forest, invoking the power of good through her magic shield.

Adora learned that she could transform into She-Ra by raising her sword and saying, "For the honor of Grayskull!"

1985 GOLDEN POP BOOKS

The Golden Books closely followed the Filmation animated origin of Adora. The only deviation was that she watched over and protected Etheria from her home, the Crystal Castle.

1986 GERMAN POP AUDIO PLAYS

The German POP audio plays gave their own unique portrayal of Adora. Residing in her Crystal Palace, Adora was the ruler of Etheria and loved visiting her friends there. When danger threatened, she raised her sword and yelled, "I am She-Ra!" to transform into the Princess of Power. Adora did not have a secret identity.

Adora was the only Etherian princess introduced to Castle's Rattery. She was depicted as kind and loyal to her friends. She even had romantic feelings for Bow.

2008 MOTU CLASSICS

Following the Filmation canon, the Classics story introduced a prophecy which foretold that twins born of two worlds would wield the Power of Grayskull. Adora, daughter of King Randor of Eternia and Queen Marlena of Earth, was one of those twins, along with her brother, Adam.

2012 DC MOTU COMICS

The 2012 DC comics reworked Adora's backstory, keeping the basic Filmation elements and adding fresh details with a more violent background. After being raised by Shadow Weaver after her kidnapping, Adora was given the name Despara. As a very young child, she was allowed to have a taste of normalcy and visit Eternia, where she befriended young Teela. The two would play and tell stories in the palace garden.

In a later timeline, Adora was raised by Skeletor and Shadow Weaver. Adora was trained in combat and tactics by Skeletor, her "uncle," who became a surrogate father to her. Skeletor was presumed destroyed by Hordak, but Skeletor and his own destruction through time travel and formed a paradox where Adora was and was not saved by her "father." Hordak commanded Shadow Weaver to erase any memory of Skeletor from Adora's mind.

Despara became a Force Captain and the Horde's most lethal warrior. She commanded Horde Troopers and brutally subjugated the people of Etheria. She murdered Etherians in combat and burned villages to the ground. She showed no mercy until she spared a young child, becoming an abomination.

Image courtesy of DC Comics

against by Bow, Despara began to have flashes of repressed memories.

When Despara led the Horde invasion of Eternia, her repressed memories began to surface completely. Despara broke Shadow Weaver's spell over her and resumed her true name. Adora wandered Eternia until He-Man, guided by the new Sorceress, gave her the cursed blade that had slain King Grayskull. Together, they traveled to Anwat Gar Thorn, the cursed blade brought Adora's Horde upbringing to the forefront, and she slit He-Man's throat. Guilt-ridden, Adora broke the curse and confronted the cursed being, who had possession of the Sword of Protection. Destroying Skeu with the cursed blade, Adora obtained the Sword of Protection and became She-Ra.

During the Eternity War, She-Ra was able to kill Hordak's spirit and destroy the Eyes of Grayskull, saving the cosmic universe with her brother.

AGAR

[illegible] FILMATION MOTU ANIMATED SERIES
Agar was a prosperous farmer on Eternia and Garda's father. When the Behide began stealing Eternian crops, the noble farmer joined the Heroic Warriors and taught his son how to be a responsible adult.

AGENT ALPHA

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Reconnaissance

[illegible] UK MOTU COMIC MAGAZINES
Agent Alpha was the leader of a secret spy ring serving Skeletor in exchange for payment. His spies scouted Eternia for information to sell Skeletor. Agent Alpha witnessed the powers of the new Heroic Warrior Clamp Champ as he traveled to join the heroes. Using an electronic communicator on his wrist, Agent Alpha gathered his spies and captured Clamp Champ for a high reward. In the end, Clamp Champ overpowered Agent Alpha and his spies, bringing them to Eternos City to face justice.

AGNAR

AFFILIATIONS
Wolf People

[illegible] UK WORLD MOTU ANNUALS
Long ago Agnar was the leader of the Wolf People, ruling through the power of a sacred statue carved in her likeness. The statue was later stolen by the powers of the Darkstorm. It was said that whoever possessed the statue would rule the Wolf People.

AHKTAR

SPECIAL ABILITIES
Artist

[illegible] UK WORLD MOTU ANNUALS
Widely known as the greatest artist on Eternia, Ahktar quietly lived in a cabin in the woods. His talent was such that he could capture nature in his paintings with the most exquisite detail. Ahktar had painted the portrait of the young Prince Adam when the latter was a child, and on a later occasion he noticed a certain resemblance between the prince and He-Man.

AIR BAG

AFFILIATIONS
Masters of the Universe

[illegible] MOTU CLASSICS
Air Bag was one of the new Masters of the Universe serving under the heroic King He-Man when the evil Horde Queen Despara invaded Eternia. He went underground with the Masters of the Universe and King He-Man when the Unnamed One attacked Eternia. Air Bag later fought in the Third Ultimate Battleground.

AKRA

[illegible] UK MOTU COMIC MAGAZINES
Akra was the husband-to-be of Queen Neija, a powerful sorceress who ruled over the planet Mapeta, in the Fertile Galaxy. An outstandingly handsome nobleman, Akra was banished to the loathsome Nightworld by the vengeful sorcerer Wushkinder after Neija defeated him in a cosmic duel. He was rescued by He-Man and returned to Queen Neija, lifting a curse that had been placed on her. The couple returned to Mapeta to start their life together.

ALCON

AFFILIATIONS
Prinoids of Primus

SPECIAL ABILITIES
Scientific genius

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
One of the four great scientists of planet Primus, Alcon was often the most dominant member of the group, acting as their spokesperson with Master Sebrian. He had an enormous ego, and frequently took credit for the

collective achievements of the four scientists. Alcon often attempted to name their inventions after himself.

Though initially terrified at even the mention of the Masters, Alcon was thrilled to stop up during the Mutant conquest and occupation of Primus. Alongside his fellow scientists he went into hiding in the wilderness and helped discover a defense against Skeletor's Anathmite. Afterward, Alcon went on missions with the Galactic Guardians and supported them with his scientific expertise. He and Gepple often worked together. Gepple's more mellow personality balanced out Alcon's manic behavior. Often, Alcon would sit atop Gepple's enormous hair and ponder a theory.

[illegible]

ALLEPSAZSAC

SPECIAL ABILITIES
Sorcery

[illegible] GOLDEN PORTS BOOKS
Allepsazsac was the complete opposite of her kind-hearted cousin, Castaspella. She even named herself with the backward spelling of her cousin's name. Her dark magic only worked at night. On one Enchanters' Eve, Allepsazsac, with the aid of Catra, attempted to steal the crown of the Kingdom of Mystacor from Castaspella so she could take over her cousin's realm as the new Wizard Queen. The evil allies failed miserably in their scheme, thanks to the combined efforts of She-Ra and Castaspella.

AMBASSADOR BINO

AFFILIATIONS
Galactic Guardians
Mytes

WEAPONRY
Blaster

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Myte ambassador to Primus, Bino first came to Primus to negotiate a trade agreement between the two worlds. He later escorted Ambassador Mad to planet Nemon. Bino was a good friend to the interstellar guardian, Krig.

Despite his small stature and mild-mannered personality, Bino was a tough fighter. In addition to his ambassadorial duties, he helped He-Man and the Galactic Guardians on missions. He even provided some combat training to the Galactic Guardians.

ANANDA

TITLES
King of Ancida

AFFILIATIONS
Ancidians

SPECIAL ABILITIES
Leadership

[illegible] FILMATION SHE-RA ANIMATED SERIES
The respected leader of the male population in the City of Ancida, Ananda lived in a society where all the males worked in the mines and held no value to the ruling Queen Sumana. Despite the mistreatment of the males, the queen held a less-than-subtle affection for Ananda, and after the city was saved and the men were finally permitted to live in equality alongside the women, Ananda was crowned King of Ancida and ruled alongside Sumana.

ANDRA

AFFILIATIONS
Heroic Warriors
Lieutenant of the Eternian Guard

WEAPONRY
Blaster
Sword

SPECIAL ABILITIES
Agility
Skilled warrior
Swordsmanship

[illegible] MARVEL STAR COMICS
Andra was a brave warrior serving in the Royal Guard. She trained alongside Teela at the Royal Academy before being posted in the Ice Lands. Andra single-handedly defended outposts against overwhelming odds. She was awarded the Eternian Star of Valor and the rank of lieutenant for her bravery and skills. She was then transferred to the Royal Palace. She had a tendency to shoot first and ask questions later. During one adventure, He-Man noticed that Lieutenant Andra was unaffected by the Trans-Dimensional ... sparking a curiosity about her. Andra had red hair in a distinctive long ponytail and wore a green bodysuit with a brown fur collar.

[illegible] MOTU CLASSICS
In the Classics canon, Andra knew Adam, Teela, and Clamp Champ from childhood. She later became a lieutenant in the Royal Guard and was the object of a ... fixation on the part of Kang, whom she eventually defeated and imprisoned.

[illegible]

ANDRAS

AFFILIATIONS
Heroic Warriors

SPECIAL ABILITIES
Skilled warrior

[illegible] MARVEL STAR MOTU COMICS
In an alternate timeline where Prince Adam lost the ability to transform into He-Man, Andras became the successor of Duncan following his death, upholding the tradition of Eternia's Man-At-Arms and wearing the warrior's armor. He had been raised to some degree by that timeline's Prince Adam, who had promised Andras's mother he would watch out for the young man. Following the destruction of Castle Grayskull, Andras aided in the rebellion to overthrow Skeletor's forces and return freedom to Eternia.

ANDROS

WEAPONRY
Spear

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Andros was the leader of a group of ram-horned warriors who served Skeletor at Snake Mountain on Eternia. He captured and imprisoned Captain Hydron and Lieutenant Flipshot when they time traveled to Eternia.

ANGAST

TITLE
King of the Realm of Evil

AFFILIATIONS
Council of Evil

WEAPONRY
Staff

SPECIAL ABILITIES
Sorcery
Teleportation

1985 FILMATION MOTU ANIMATED SERIES
The horrifying Angast was king of the Realm of Evil and ruled over the descendants of the Council of Evil. The powerful sorcerer could bridge dimensions. Crafty and dangerously clever, the scheming creature often took advantage of those weaker than him. Angast rode atop a winged Demon and was seeking to capture the Starchild so that he could use her power to activate a gateway to Eternia.

ANGIA

1986 MOTU NEWSPAPER STRIPS
Angia was an Eternian news reporter and chief rival of Cleeta Turner.

ANGUS

1983 FILMATION MOTU ANIMATED SERIES
Angus was the operator of a lighthouse positioned near the port of the Kalamind and father to his irresponsible son Oyus. Angus attempted to show his son the importance of lighthouse work.

ANTI-HE-MAN

TITLE
The Most Powerful Man in the Opposite Universe

AFFILIATIONS
Anti-Masters of the Universe

WEAPONRY
Sword of Power

SPECIAL ABILITIES
Extraordinary strength

1984 GERMAN MOTU AUDIO PLAYS
Anti-He-Man was the master of Anti-Eternia, a hellish world located in the Universe of Darkness. The evil counterpart to He-Man, Anti-He-Man had black skin and red hair. He was completely evil and undefeated in combat. He would raise his sword and call upon the power of Hell-Grayskull. Anti-He-Man entered Eternia when Skeletor built a World Converter and used it to open an inter-dimensional gate between the two realities. Instead of joining forces with Skeletor, Anti-He-Man threw him out of Snake Mountain. He later challenged He-Man to combat. Anti-He-Man vanished when Man-At-Arms and Skeletor destroyed the World Converter.

2015 MOTU CLASSICS
When Adam invoked the Power of Hellskull, he became Anti-He-Man and used his newfound strength to overthrow his home world, Anti-Eternia. Anti-He-Man first came to Eternia through a gateway created by the World Converter and challenged He-Man to combat. Their battle ended when Skeletor and Man-At-Arms sent Anti-He-Man back to his realm. He returned during King He-Man's reign and challenged his counterpart again. During the battle a cosmically resurrected Faker attacked both combatants. Their three-way struggle devastated swaths of countryside and ended when Anti-He-Man pulled Faker with him through the vortex to Anti-Eternia.

[illegible]

ANTI-MAN-AT-ARMS

AFFILIATIONS
Anti-Masters of the Universe

1984 GERMAN MOTU AUDIO PLAYS
Anti-Man-At-Arms was an evil, completely black counterpart to Man-At-Arms from Anti-Eternia. He came to Eternia when Skeletor built a World Converter and opened an interdimensional gate between both realities. Helping his master, Anti-He-Man, Anti-Man-At-Arms used his own black Wind Raider to shoot down the approaching Wind Raider of He-Man and Man-At-Arms. In the end, Anti-Man-At-Arms vanished when Skeletor and Man-At-Arms destroyed the World Converter.

ANTI-ORKO

AFFILIATIONS
Anti-Masters of the Universe

SPECIAL ABILITIES
Magic

1986 GERMAN MOTU AUDIO PLAYS
Anti-Orko was an evil counterpart to Orko from Anti-Eternia. He came to Eternia when Skeletor built a World Converter and opened an interdimensional gate between both universes. As Anti-Orko looked exactly the same as the Eternian-born magician, he was able to get near He-Man and Man-At-Arms, intending to kill both with his magic. When Orko arrived, both magicians cast spells against one another. While all of Orko's spells began with "Orko from the magic land," Anti-Orko's began with "Okro from the magic land." Along with all the other Anti-Eternians, Anti-Orko vanished when Man-At-Arms and Skeletor destroyed the World Converter.

AQUARIUS

WEAPONRY
Sword

SPECIAL ABILITIES
Telepathic communication with sea life

2003 MVCREATIONS MOTU COMICS
Aquarius was the sworn defender of the Mer-Folk who lived in a pocket civilization on the outer banks within the areas ruled by Mer-Man. He fought against Mer-Man but ultimately lost the battle when Mer-Man commanded his giant fish to devour the hero. Aquarius could telepathically communicate and command sea life. He was shown to be compassionate toward his fellow Mer-Folk.

AQUATA

AFFILIATIONS
People of Primus

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Hydron's younger sister Aquata stayed behind in the underwater city of Sessa when her brother left for the surface of Primus. She played a key role in running and defending the city. She always felt that Hydron was too wicked and did not take enough credit for his achievements.

ARAN

WEAPONRY
Battle sword

1983 FILMATION MOTU ANIMATED SERIES
Aran was formidable and skilled in the ways of a warrior. Along with his partner Dara, Aran sought power and glory by serving Skeletor. When they acquired the legendary Medal of Power, Aran was transformed into Demo. Defeated by He-Man, Aran saw the error of his evil ways and vowed to reform.

AR-DOR

AFFILIATIONS
Farmers of the Mystic Farmlands

WEAPONRY
Pitchfork

SPECIAL ABILITIES
Farming

1985 GOLDEN MOTU BOOKS
Leader of all the farmers of the Mystic Farmlands, Ar-Dor had an ongoing feud with Rampah and his fishermen, who lived beside the River of Rain. When Skeletor assaulted the farms, Ar-Dor made peace with Rampah and worked together with He-Man to save the lands and repair the damage Skeletor had done.

ARDEN

SPECIAL ABILITIES
Sorcery

1986 FILMATION POP ANIMATED SERIES
Norwyn's young apprentice Arden possessed both impressive magical abilities and a thirst for more. He sought out Shadow Weaver and prepared to follow in her footsteps. He became one of the few to see the witch's face when she revealed it to him as part of her effort to gain his trust and draw him away from Norwyn. He eventually learned the error of his ways thanks to She-Ra and her friends. He returned to Norwyn's service, a much wiser apprentice.

ARRINISH

WEAPONRY
Nearly indestructible armor

SPECIAL ABILITIES
Projecting blasts from hands

1983 FILMATION MOTU ANIMATED SERIES
The evil Arrinish was an Elecktroid—a robot made of pure energy—who traveled from Orko's dimension of Trolla in search of the Dimension Sphere that was kept hidden in Castle Grayskull. Arrinish released bursts of energy from his body and hands that were powerful enough to knock Teela, Man-At-Arms, and even He-Man unconscious. Skeletor brought him to Snake Mountain to use him to get hold of the Dimension Sphere. However, Arrinish betrayed Skeletor and returned to Trolla only when He-Man tossed him through a portal opened using the power of the Dimension Sphere itself.

ARGOS

AFFILIATIONS
Skylanders

1985 FILMATION FOR ANIMATED SERIES

Chief of the Skylanders, Argos was a living tree with branches for hands and roots for feet. Though wise, he was quick to judge She-Ra as part of a [illegible] from Etheria's surface. When She-Ra [illegible], he realized that She-Ra and others were capable of feeling emotion.

ARKIA

AFFILIATIONS
Dragons

SPECIAL ABILITIES
Magic

1986 [illegible] MOTU MINI-COMICS

Arkia appeared on Eternia as a [illegible] when the Indomitable Dragon was moving toward Castle Grayskull. Orko fell in love with her and remarked she had the most beautiful eyes he'd ever seen. The pair flirted heavily until she revealed that she was adept in magic, a rare power among female Trollans. She betrayed Orko, imprisoned him inside the stone walls of Grayskull, and transformed Teela into a small bird.

When He-Man received an amulet from [illegible], Arkia asked him to give her "the light." The amulet magically transformed her back into a [illegible], [illegible] the Indomitable Dragon, who was her friend. She explained that Skeletor had stolen her amulet and forced her and the dragon to carry out his bidding.

[illegible]

ARIANE

1985 FILMATION FOR ANIMATED SERIES

Ariane, Cory's innocent younger sister, was captured by the Horde and prepared to attend a school within the Fright Zone. Her capture and subsequent rescue by She-Ra prompted Cory to reconsider his support of the Horde.

ARIEL

SPECIAL ABILITIES
Sorcery

1985 FILMATION FOR ANIMATED SERIES

Training under Castaspella, Ariel was a young sorceress who craved independence and responsibility. Determined to prove her readiness, she stole Mystacor's Book of Spells, endangering the kingdom. She learned that power in inexperienced hands was dangerous.

ARTHOS

1987 [illegible] MOTU COMICS

Arthos was the guardian of the royal legacy of [illegible]. [illegible]. After the death of King [illegible], Arthos organized the traditional tournament to determine a new monarch. After He-Man won the tournament to prevent Skeletor from taking over the planet, Arthos offered him the kingship.

ARTILLA

TITLES
Walking Weapons System

OTHER NAMES
[illegible]

AFFILIATIONS
Galactic Guardians

WEAPONRY
Built-in lasers

SPECIAL ABILITIES
Transformation

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Before joining the Galactic Guardians, Artilla was part of a group of android bounty hunters commanded by a mysterious being known as the Great One. Breaking free of the Great One's influence, he [illegible] his past. After a successful mission to stop a damaged spacecraft full of deadly Cosmic Gas from crashing into Primus, Artilla was voted into the Galactic Guardians as their walking weapons system.

Artilla trained new recruits for the Primus army and the Galactic Guardians. He was a tough taskmaster, accepting nothing less than the best from his trainees, in combat. Artilla possessed great strength and the ability to transform his hands into a variety of weapons and lasers. His lasers were powerful enough to punch through Cosmium Steel.

[illegible]

ASTRAL

SPECIAL ABILITIES
Sorcery

The shy young daughter of [illegible], Astral wanted nothing more than to grow up. Her father had frozen himself and his family in time to prevent his wife from succumbing to an illness. When She-Ra healed [illegible]'s wife, Astral was at last allowed to grow older.

ATTENDANT MOZZ

[illegible]

AUSBURNIA

SPECIAL ABILITIES
Sorcery

[illegible]

[illegible]

AZANA

AFFILIATIONS
[illegible]

[illegible]

AZ-KEW

Az-Kew was the [illegible] of New [illegible], a village located near Snake Mountain. He was kidnapped by Jitsu and Spikor to prevent the signing of a treaty. He was eventually rescued by He-Man and Man-At-Arms.

A-ZOR

AFFILIATIONS
[illegible]

WEAPONS
Sword

SPECIAL ABILITIES
[illegible]

[illegible]

AZDAR

AFFILIATIONS
Council of Evil

WEAPONS
Hammer

SPECIAL ABILITIES
Strength

[illegible]

AZROG

WEAPONRY
Wand

SPECIAL ABILITIES
Sorcery
Teleportation

1983 FILMATION MOTU ANIMATED SERIES
Azrog was an evil [illegible] villain who had an almost demonic appearance. A small creature named Korg often perched on Azrog's shoulder. The creature could grow in size and serve as a battle pet. Despite having great confidence in his own magical abilities, Azrog was often foiled by [illegible]. When he joined forces with Spydra, he took possession of her wand. His wand was later destroyed and Azrog lost all his magical abilities.

BAAL

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
The fanged and brutish barbarian known as Baal led a group of warriors called the [illegible]. The bare-chested Baal was clad in a simple golden loincloth and wore armlets. Baal and his group of warriors were aligned with Skeletor and desperately wanted to obtain the [illegible] Machine from Eternia's undersea city of Atlantis.

BANDWIDTH

AFFILIATIONS
King Grayskull's
Masters of the Universe

WEAPONRY
[illegible]

[illegible] MOTU CLASSICS
Bandwidth was one of King Grayskull's Masters of the Universe in Preternia. The heroic warrior fought in the first Ultimate Battleground. He was present when the time traveler [illegible] returned to the future. Bandwidth later attended the funeral for the fallen [illegible].

[illegible]

BARON APOLOS

[illegible] MARVEL STAR MOTU COMICS
Baron Apolos [illegible] ruled the levitating city of Helios. He was the guardian of the Healing Gem and would forbid anyone from using its awesome power. However, he owed King Randor a great debt and allowed Prince Adam and Teela to use the gem.

BARON CONDORE

[illegible] FILMATION MOTU ANIMATED SERIES
The large and gruff Baron Condore was a power-hungry warlord who attempted to become the ruler of the Kingdom of Highpoint in Sand Valley. He commanded an army of warriors and sophisticated machinery from his Castle Condore. He was the primary cause of a bitter war between the two realms and the kingdom of Highpoint, which [illegible] plunged into a period of famine and drought. He eventually made peace with Prince [illegible] of Highpoint.

BARON GROD

WEAPONRY
Crossbow

SPECIAL ABILITIES
[illegible]

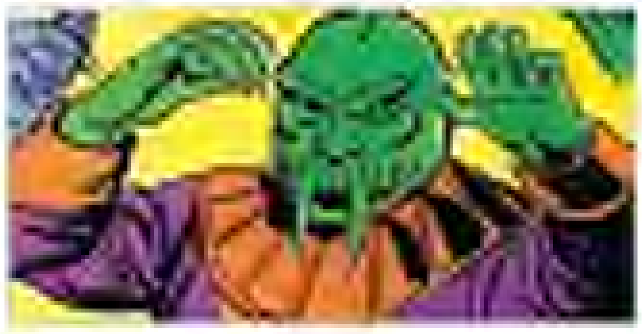
[illegible] FILMATION MOTU ANIMATED SERIES
Baron Grod was a nobleman with a strong desire to hunt. He demonstrated his blind desire to [illegible] when he was informed that he would be hunting the last unicorn on Eternia. Enraged that his hunt could be stopped, he enlisted the aid of [illegible] to capture those that opposed him. He realized his folly after being hunted himself.

BARRIS

AFFILIATIONS
Great Rebellion

[illegible] FILMATION POP ANIMATED SERIES
Barris, alongside Thern and Vikmel, openly spoke of rebelling against the Horde in the village of Oudbreth. Although [illegible] to take great risks, Barris feared Horde violence. When his voice was stolen by Shadow Weaver, Barris was more than ready to assist the Great Rebellion. When his voice was restored, he pledged allegiance to the Rebellion.

BARTON



WEAPONS
Cosmic Converter

[illegible] UK MOTU COMIC MAGAZINES
Barton was an intergalactic criminal wanted on [illegible] deep-space worlds. He possessed the Cosmic Converter, which caused any living being to enter a trance-like state and obey the wielder's commands. The green-skinned alien had planned to use the Cosmic Converter to rule the various planets where he waged a campaign of piracy. Instead, Gideor took the device for himself and used his sorcery to deliver Barton to the Cosmic Fiend.

BEAR MAN

AFFILIATIONS
Game Master's Minions

SPECIAL ABILITIES
Brute strength

[illegible] FILMATION MOTU ANIMATED SERIES
A monster-slave of the Game Master, Bear Man was a large powerful creature with great strength, large claws, and razor-sharp teeth. He appeared to be savage by nature, though he peacefully walked away when the Game Master was defeated, returning home through a time corridor created by the Sorceress.

BATROS

TITLE
Evil Master of Stealth

WEAPONS
Mace

FORMER NAME
Wing

SPECIAL ABILITIES
Cunning
Stealth
Flight

AFFILIATIONS
Evil Warriors

[illegible] FILMATION MOTU ANIMATED SERIES
Batros, a winged villain from the Dark Side of Eternia, [illegible] of Eternia's [illegible] and sought an alliance with Skeletor, who valued Batros's intelligence.
Batros's pride in his own intelligence proved to be his greatest weakness. He often complimented himself on his own intellectual prowess when alone. He had some mastery of magic and could conjure ghostly snake-like creatures and make them solid.

[illegible] MOTU CLASSICS
[illegible] a race of half-man, half-bat pirates who lived deep in the Dark Hemisphere of Eternia and were known for their treachery. Once named Wing, Batros was a mercenary for [illegible] Corporation but pragmatically opted to work with Skeletor to improve his chances of obtaining the Power of Grayskull for himself.

BAY-BUR

[illegible] UK MOTU COMIC MAGAZINES
Bay-Bur was an elderly storyteller from a village on Eternia. He entertained the children with a story of how he beat Horlak with one hand tied behind his back in his youth. He claimed that Horlak begged for mercy. His story was interrupted when Horlak appeared and demanded that Bay-Bur tell [illegible] to the village.

BEAST LORD

AFFILIATIONS
Masters of the Universe

SPECIAL ABILITIES
[illegible]

[illegible] MOTU CLASSICS
Beast Lord was one of King Grayskull's original Masters of the Universe. He fought beside a disguised, time-traveling He-Man. He also fought in the final Ultimate Battleground and then attended the funeral of the fallen He-Ro.

BEAST MAN

TITLES
Savage Henchman
Beastmaster

OTHER NAMES
Biff Beastman
The Beast Man

AFFILIATIONS
Evil Warriors
Beast People

WEAPONRY
Whip
Sword
Laser pistol
Fangs and claws

SPECIAL ABILITIES
Telepathic animal control
Brute strength
Agility

[illegible] MOTU MINICOMICS

Beast Man was Skeletor's savage ape-like henchman. Continually portrayed as the Lord of Destruction's chief underling, he readily followed his master's commands. Possessing great strength and low intelligence, Beast Man was always ready for a fight, though he frequently displayed cowardice, particularly in the face of punishment from Skeletor. At times, he wielded mysterious hand weapons which produced fiery blasts.

[illegible]

[illegible] DC MOTU COMICS

As in the minicomics, Beast Man was portrayed as utterly savage and subservient to Skeletor. It was further established he was the leader of the Beast Men, his bloodthirsty warrior race.

[illegible] FILMATION MOTU ANIMATED SERIES

In the series, Beast Man was initially portrayed as vindictive and openly resenting Skeletor's leadership. The series shifted him into the role of the bumbling henchman, often providing comic relief and inadvertently foiling Skeletor's schemes. His strength and other talents were regularly underappreciated by Skeletor. Despite disliking his master, Beast Man seemed to possess a certain love for his role among the Evil Warriors and went to great lengths to preserve it.

Beast Man's most recognizable power, telepathically controlling animals, was first showcased during the Filmation series. If he lost consciousness, he would lose control over any creature under his command. Beast Man stated once that he would be relatively powerless without the power of Snake Mountain behind him. Shadow Beasts were apparently the only creatures that followed his orders without the need for mind control.

Much like many other Evil Warriors, Beast Man occasionally struck out on his own endeavors, often teaming up with Trap Jaw.

[illegible] MOTU MINICOMICS

In a subtle change from his earlier minicomic appearances, the later minicomics showed Beast Man with a measure of independence from Skeletor, hatching some beastly schemes on his own. In addition to controlling animals, he could also control foul creatures, such as ghouls.

[illegible] GOLDEN MOTU BOOKS

In contrast to earlier canons, the Golden books established Beast Man as having originally been a human astronaut from Earth named Biff Beastman. While he was serving as a technician on Marlena's space shuttle, a great evil magic transformed Biff Beastman into Beast Man when the shuttle crashed onto Eternia's Dark Hemisphere.

[illegible] LADYBIRD MOTU BOOKS

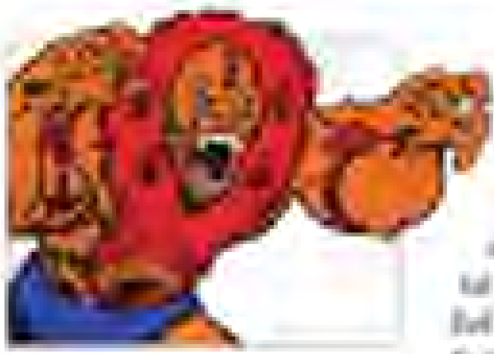
The Ladybird books introduced new abilities and behaviors for Beast Man. He easily pursued his enemies by swinging from tree to tree and often bellowed a terrifying battle cry that caused the animals of the forest to cower and flee. Additionally, Beast Man commanded his own minions: the Beast People.

[illegible] GERMAN MOTU AUDIO PLAYS

Changing from other canons, the German audio plays provided a very different origin for Skeletor's savage henchman. Long ago, Beast Man was his people's greatest scientist. He was forced to work for Skeletor until he discovered the Tablet of the Lost Magic. Realizing the dangers the tablet could pose in the wrong hands, Beast Man threw the tablet into a volcano.

When he refused to reveal the tablet's location, Skeletor attempted to force the information from him with poison. The poison caused Beast Man's mind to deteriorate and made him dumb, turning him into a willing servant for Skeletor. Even though he only remembered those events under hypnosis, Beast Man was aware that he had not always had such a low intellect.

Though he was fierce in battle and wielded an electronic whip, his lack of intelligence often posed a challenge, as he would fail to understand even simple plans and quickly forget the tasks he'd been given. He feared nothing save spiders.



1984 BRAZILIAN (ESTRELA) CONDOR MOTU COMICS

Beast Man was Skeletor's willing henchman who never questioned any command. His low intellect was paired with a ferocious temper and brutal force. His blind devotion to the Lord of Evil was unmatched among the Demons of Evil. Constantly trying to please his master Beast Man did not hesitate to attack anyone who stood in the way. [illegible] by Skeletor, he [illegible] only falling to the cosmic powers of Zodac. Usually paired with Trap Jaw, Beast Man was able to fight with a sword or a whip. His greatest power, though, was his strength, which enabled him to [illegible] against Grayskull and [illegible] Beast Man [illegible] by the evil Skeletor.

1983 FILMATION POP ANIMATED SERIES

Portrayed much as he was in the Filmation MOTU series, Beast Man appeared to appreciate the beauty of Adora, calling her a "pretty princess," but he was unable to keep her captive. Despite his failures, Beast Man's formidability was demonstrated in his final appearance as a Filmation show villain: during a team-up with Trap Jaw, he used his great power to overthrow [illegible] entire [illegible].

1984 UK MOTU COMIC MAGAZINES

In this canon, Beast Man could control animals and take [illegible] on Eternia, as well as alien [illegible]. His power over animals only failed when he was faced with a particularly [illegible]. He spoke the tongue of the apes of the Howling Forest, who were at his servitude and to whom he provided food in return for anything valuable they found which he could use to aid Skeletor. Beast Man once served time in Prismonia, and he displayed a fear of fire.

1986 BRAZILIAN ESTRELA MOTU MINICOMICS

While Beast Man was an Evil Warrior under Skeletor's command in the Estrela minicomics, he was also known to operate independently at times. In one instance, Beast Man attempted to trap He-Man and Man-At-Arms in a prehistoric lost world. He used his power of animal control to attack the heroic duo with a large bird. In the Estrela minicomics, Beast Man was a beige color instead of his usual orange. He wore furry brown armor instead of the red armor his action figure wore.

1987 MOTU FILM

Beast Man's 1987 film appearance depicted the savage henchman as inarticulate, only able to communicate through bestial growls. Referred to as "the Beast Man," he was introduced as a mercenary and one of Skeletor's [illegible].

He was primarily shown fighting with his bare hands, but also made use of a sword and laser pistol. When Saurod was vaporized by Skeletor's magic, Beast Man [illegible] growled for mercy. Beast Man was last seen [illegible] with Evil-Lyn and Blade.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

With his core attributes largely unchanged in the MYP animated series, Beast Man was depicted as a somewhat more dull-witted but loyal henchman. He maintained a bestiary within the caverns of Snake Mountain and had an adversarial relationship with Evil-Lyn. He often gloated when Skeletor [illegible] his ideas over her objections. He openly growled and showed his disdain for her on several occasions.

Most notably, Beast Man used his power over animals to control griffins, Shadow Beasts, and Serpentaurs. He even briefly controlled Man-E-Faces' monster form. Only dragons could resist his will.

2003 MVCREATIONS MOTU COMICS

Building on his portrayal in the MYP animated series, the MVCreations comics depicted Beast Man as a native of the Berserker Islands, his sense of smell allowed him to detect approaching enemies. He was wanted for the savage killings he made. Keldor thought he could subdue Beast Man via his [illegible]. He initially overtook a young Keldor and almost [illegible] them until they were both captured by the islands' natives. Once he witnessed Keldor's power, Beast Man swore loyalty to the exiled prince.

2008 MOTU CLASSICS

Blending elements from several depictions, the Classics canon added some fresh details to Beast Man's characterization. In his youth, the blue jungle male Raqquel Rqazz sported fur that was as red as his [illegible] island. One of Keldor's first recruits, Raqquel joined forces with the young alchemist when the two were caught in a skirmish on the Berserker Islands. When Keldor later became Skeletor, Rqazz served him as Beast Man, keeper of his menagerie of evil beasts. He could control Goat Man, one of the few intelligent humanoids susceptible to his hypnotic powers.

Time did little to tame Beast Man's wild nature; even in old age he re-enslaved Goat Man to fight for him and Skeletor's son Skeletron in the Third Ultimate Battleground.

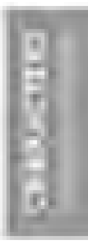
2012 DC MOTU COMICS

Though largely consistent with his appearance in other media, Beast Man was portrayed in the 2012 DC comics as being a competent commander of Skeletor's troops. He also possessed a savage sense of humor.

Beast Man was caught in an explosion alongside Trap Jaw from a device hidden in Tri-Klops's visor. It was unknown if he survived.

[illegible]

DISGUISES



[illegible]

| 1983 | Filmation MOTU Animated Series

[illegible]

BELZAR

AFFILIATIONS
Council of Evil

WEAPONRY
Mallet

SPECIAL ABILITIES
Strength

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Belzar was a green giant who wielded a massive wooden mallet which he took great pleasure in using. Along with his fellow giants Archo and Chadaz, Belzar attempted to steal the Crystal of Passage from the village of Vendor. He was defeated by Buzz-Off. He and his two fellow giants were recruited by Skeletor for the Council of Evil. When the tide turned to the heroes' favor, the trio fled.

BERDEK

1986 UK MOTU COMIC MAGAZINE
Berdek, a human alien from an unspecified world, was the victim of a robbery by the megalomaniac criminal [illegible].

BESQUITA

AFFILIATIONS
People of Equinox

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
One of the people of Equinox, Besquita was Sagitar's girlfriend and a lieutenant under General Nepper. She gave advance warning when the Evil Mutants tried to lay a trap for He-Man and the Galactic Protectors.

BIGG UGGO

AFFILIATIONS
Trollans

1985 FILMATION POP ANIMATED SERIES
Dr. [illegible]'s henchman, Bigg Uggo, was a Trollan possessing unusual physical proportions. He loyally served his master but displayed little individuality.

BIRO

AFFILIATIONS
Widgets

1983 FILMATION MOTU ANIMATED SERIES
Biro was a headstrong Widget who, when threatened by [illegible], revealed the location of the Widgets' Crystals. He later risked his life to make amends.

BIBBET ELDER

AFFILIATIONS
Bibbets

1985 FILMATION POP ANIMATED SERIES
The Elder was leader of the Bibbets. He avoided confrontations with the Horde. The Elder sat upon his throne and issued orders to his subjects.

BI-LOCK THE KID

WEAPONRY
Blaster

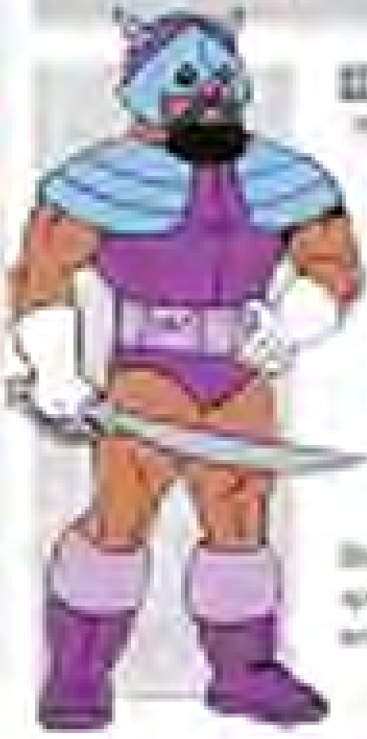
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Bi-Lock the Kid was a criminal from Quon City and the brother of Tri-Lock, leader of the Ugly Bunch gang.

BLACKBEARD

AFFILIATIONS
Monteeg's Slaves

WEAPONRY
Cutlass

SPECIAL ABILITIES
Swordsmanship



1983 FILMATION MOTU ANIMATED SERIES
Blackbeard was a pirate warrior from ancient Earth who had been captured and made to serve Monteeg. He had a pirate-like demeanor and wielded a cutlass. Though he was allegedly the Blackbeard of legend, he sported futuristic armor and a matching helmet.

BLADE

TITLES
Evil Master of Swords
Prince of All Pirates
Mercenary

OTHER NAMES
[illegible]

AFFILIATIONS
Evil Warriors
[illegible]

WEAPONS
[illegible]
Goggles
[illegible]

SPECIAL SKILLS
[illegible]

[illegible] MOTU MINICOMICS

Blade was a [illegible] who was pulled into Eternia by Skeletor. An [illegible] ruffian, Blade introduced himself as an Evil Master of Swords. He pulled out two swords and joined Skeletor against the heroes of Eternia.

[illegible]

[illegible] GERMAN MOTU AUDIO PLAYS

Providing him with a unique origin, the German audio plays established that Blade was one of numerous villains who came to Eternia through the Cosmic Gate at the Sands of Time and quickly joined the Evil Warriors. Via meditation, he communicated with the souls of the deceased champions and would even attack his own allies if they interrupted his conversations with the dead. Undefeated in combat, Blade only suffered a single wound, which resulted in the loss of his left eye and, according to Blade, the loss of his opponent's life. Despite this, his vision was undiminished and he continued to fight with dual swords.

[illegible] MOTU NEWSPAPER STRIPS

The newspaper strips established Blade as a pirate from the planet of [illegible]. He swore revenge on the planetary council for his [illegible]. He terrorized the village of [illegible] on Eternia and joined forces with [illegible] and Evil-Lyn. Blade betrayed Evil-Lyn and declared himself "Prince of All Pirates." It was also apparent that some history existed between Blade and Teela, the details of which were never made clear. He referred to her as an old friend and taunted her for her position as captain of the guard.

In the end, Blade was captured by He-Man and given over to local justice.

1987 MOTU FILM

In the 1987 film, Blade was introduced as part of a mercenary group that also included Beast Man, Karg, and Saurod. Blade eagerly confronted He-Man and engaged him in sword battle. He displayed jealousy of He-Man for his possession of the Sword of Grayskull and delighted in torturing the hero as his prisoner. He was last seen being thrown by He-Man toward a pit; his final fate remained unclear.

[illegible] MOTU CLASSICS

In the Classics canon, Blade was a pirate [illegible] from the [illegible] system who was summoned to Eternia through a Spell of Light cast by Skeletor. He agreed to work as a mercenary with Skeletor's Evil Warriors and joined their ranks in the Second Ultimate Battleground. Despite losing the war, Blade survived to join a gang of rogue mercenaries and became one of Eternia's most infamous criminals.

BLAST-ATTAK

TITLE
Evil Blast-Apart Robot

OTHER NAMES
Program: Robot Series
Number 1110

AFFILIATIONS
Evil Warriors
Snake Men
Demons of Evil

WEAPONRY
Mechanical Hand
Himself
Blaster

SPECIAL ABILITIES
Body explodes and re-forms
Body splits into two robots

[illegible] [illegible]
Blast-Attak was a robotic time bomb created by King Hiss. He was equipped with a timer which created a deadly explosion, splitting his android body in half. His two halves could rejoin after one of his explosions.

[illegible]

- [illegible]
- [illegible]

[illegible] [illegible] COMIC
The robotic Blast-Attak first appeared on Eternia when he was summoned by Skeletor. The rebellious warrior showed no desire to work for anyone and surprised Skeletor and Hordak by splitting his body into two fighting halves. A newly returned Hordak used his strength to convince Blast-Attak to serve Skeletor, and although Blast-Attak continued to display defiance, he joined the Evil Warriors.

[illegible] NEWSPAPER STRIPS
The newspaper strips also depicted Blast-Attak as being allied with the Evil Warriors. Serving as a robotic underling to Skeletor, Blast-Attak worked alongside Scare Glow. He became a double threat by splitting his body in two, resulting in two independent robot attackers. Although he was an automaton, Blast-Attak was fully sentient, capable of speech and independent thought. He was ultimately arrested by Eternian Palace Guards.

[illegible] [illegible] COMICS
In the Mega comics, Blast-Attak was part of Skeletor's Demons of Evil and, just as in the newspaper strips and Star Comics, was sentient and capable of independent thought.

[illegible] CLASSICS
In the Classics canon, Blast-Attak was one of several warriors brought to Eternia by Skeletor's Spell of Light in preparation for the Second Ultimate Battleground. Unfortunately for Skeletor, he was quickly taken by the Snake Men and reprogrammed to join their army. Composed of microscopic robotics, Blast-Attak's body acted as the ultimate smart bomb in battle and could re-form after detonation. His creators gave him only a rudimentary artificial intelligence, and his reprogramming made him more willing to recklessly endanger himself and anybody around him in a fight.

BLASTER

WEAPONRY
Auto Guns
Lasso

[illegible] UK MOTU COMIC MAGAZINE
Blaster was a law enforcer from another planet brought to Eternia by Skeletor and placed under a mind-control spell. Skeletor sent Blaster after He-Man. The law enforcer's Auto-Guns were a formidable weapon, firing in multiple directions at once. Blaster was eventually freed from the spell by He-Man and returned to his home world.

BLIM

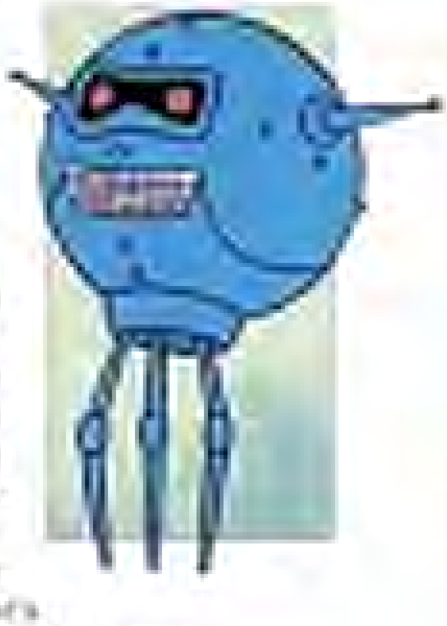
TITLES
High Muck Muck

AFFILIATIONS
Trollans

[illegible] FILMATION MOTU [illegible]
Known as the High Muck Muck and married to Pomadella, the Mudawg, the comical Blim ruled Trolla, though it was clear that Pomadella was responsible for making the important decisions. He was merely a figurehead who spent much of his time playing with the flying toy train from the floating [illegible]

BLINKER

[illegible] FILMATION MOTU [illegible]
Blinker was Prankster's metallic flunky robot who simply agreed with everything Prankster said or did. He appeared to have no true purpose and, frequently, he pitched Prankster as the straight man, inadvertently causing the Trollan to reveal his true name and forcing him back to Trolla. Cackling and spinning around, Blinker answered Prankster's questions in a comically robotic voice.



BOW

TITLES
Special Friend Who Helps She-Ra
Master Archer of Etheria

REAL NAME
Kyle Renolds

AFFILIATION
Great Rebellion

WEAPONRY
Bow and arrow

SPECIAL ABILITIES
Skilled archer
Skilled horseman
Skilled swordsman
Harpist
Magician
Master of disguise

1985 FILMATION POP ANIMATED SERIES

Hailed as the best shot in all of Etheria, the charismatic Bow was an important member of the Great Rebellion. He enjoyed the thrill of battle, the romanticism of being a champion for the oppressed, and the adulation of the crowds.

Throughout the animated series, it was strongly implied that Bow had an attraction to both Adora and She-Ra. His closest confidant was Kowl, with whom he shared a history and a strong bond of friendship. Kowl took great pleasure in poking his sidekick wit and intellect, much to Bow's chagrin. Although never carrying him into battle, Bow's horse, Arrow, accompanied him on many missions.

Without magical powers, Bow relied heavily on his skill with a bow and arrow. As a marksman, his accuracy was second to none, even over great distances. He could create a chain reaction of events from a single shot by striking an object with an arrow.

Bow was a musician, and his bow transformed into a harp as needed. His musical talents were not always warmly received. An illusionist, Bow was both highly proficient at sleight of hand and a master of disguise. He could infiltrate Horde bases. Occasionally, he would have to disguise himself to visit friends outside the Whispering Woods, thanks to his fame among the Rebels. With a love for being the center of attention, Bow would entertain crowds as a storyteller.

1985 POP MINICOMICS

A brave and noble hero with a taste for adventure, Bow was an expert archer who felt a strong romantic affection for Adora. In one instance, Catra concocted a plan to enslave Bow's heart. Fortunately, she was thwarted by She-Ra. Later, Bow confessed that Catra would never have succeeded because his heart already belonged to Adora.

Bow was instrumental in saving Etheria from Catra's attempt to blot out the sun and freeze and subjugate the entire planet. He loaded the mystical Ice Blue Diamond to his arrow and shot it directly into the darkening sun. This action prevented Etheria from becoming a frozen wasteland ruled by the feline Force Captain.

1985 GOLDEN POP BOOKS

In contrast to earlier canons, the Golden Books gave Bow the magical ability to sense danger when his heart [illegible]. Additionally, his horse, Arrow, could fly, a departure from the Filmation animated series.

1986 GERMAN POP AUDIO PLAYS

The German POP audio plays provided a very different depiction of Bow. Though he was an object of infatuation for all the Princesses of Etheria, including Catra, Bow only loved She-Ra. In addition to warning him when she was in danger, his pounding heart symbol on his chest armor would also send an impulse to She-Ra, alerting her. When an enchanted arrow was shot into his heart by Catra, Bow became an arrogant braggart, only returning to his friendly self after the spell was broken. With his unmatched skill, Bow regularly won the annual archery games.

1986 UK POP COMIC MAGAZINES

Drawing primarily from the Filmation animated series, the UK POP comic magazines expanded the characterization of Bow in a few ways. It was established that he was the leader of the Great Rebellion prior to Glimmer's joining. Further, his bow and arrows possessed magical properties, and only he could operate them.

[illegible]

2008 MOTU CLASSICS

Separating Bow's backstory from other media, the Classics canon established that Kyle Renolds was a noble in Queen Angella's court in the Kingdom of Bright Moon when Hordak invaded Etheria. He took up arms against the invaders and became a member of the Great Rebellion, where his archery skills earned him the nickname "Bow." Each of his unmatched different

powers, and the magical harrow, he [illegible] ... [illegible] when [illegible] ... but Bow was really in love with Rebel leader Adora.

2012 DC MOTU COMICS
An Etherian resistance fighter, Bow was the archer who wounded [illegible] with an arrow during a very [illegible] of [illegible].

[illegible caption] DC COMICS

DISGUISES

[illegible]: [illegible]
1985 | Filmation POP Animated Series

OLD MAGICIAN: [illegible]
1985 | Filmation POP Animated Series

BOWENA

SPECIAL ABILITIES
Skilled archery marksmanship; Superior agility

1985 FILMATION MOTU ANIMATED SERIES
Bowena was a member of the Tree People of the Crystal Forest. A beautiful blond, she exhibited incredible agility and skills as she swung into the Royal Palace of Eternia. Bowena was a very [illegible] but rather [illegible]. She was known for wearing a short green dress and a Robin Hood hat. At all times she carried with her an exquisite longbow and quiver of trick arrows, and her accuracy with this weapon was without equal. Bowena served as the primary bodyguard of the [illegible].

"[illegible]"

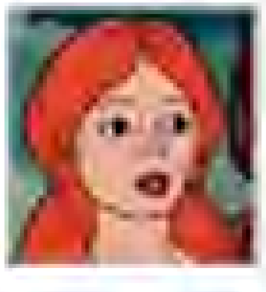
BRAINWAVE

AFFILIATIONS
Defenders of Trolla

SPECIAL ABILITIES
Projecting energy beams from a [illegible]

2004 MOTU CLASSICS
Brainwave was one of the Defenders of Trolla engaged in battle with the Revenge Squad of Lady Slither. He was present when He-Man and Skeletor arrived from their battle with Horde Prime. When [illegible] attempted to enslave Brainwave, He-Man intervened, refusing to allow any creature to enslave another. Recognizing the He-Man of legend, Brainwave and the Defenders joined forces with He-Man to protect the Temple of Power from the Revenge Squad and their new ally, Skeletor.

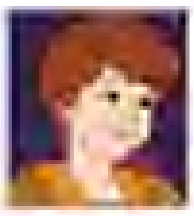
BRAN



1985 FILMATION MOTU ANIMATED SERIES
Bran was Jaymar's wife. She was present when [illegible] unleashed the Creeping Horror upon the Palace of Eternia.

BRIAN

1985 FILMATION POP ANIMATED SERIES
Brian was one of two children who stood up against the Horde. He bravely relayed information to the Rebels during the Horde's domination of a northern Etherian village.



BRINDLE

SPECIAL ABILITIES
Sorcery

1985 FILMATION MOTU ANIMATED SERIES
Brindle was a gruff, rough-[illegible] elderly father who wanted nothing more than for his daughter, Lyra, to follow her heart and marry the dragon [illegible]. [illegible] magical abilities, Brindle banished the demon [illegible] back to the Realm of Demons.

BROJEE

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Brojee was a young boy from the planet Omega 4. He and his sister Lilly managed to escape with a group of other children when their parents were taken captive by Mosk. Later, he helped Gar and He-Man rescue his father.

BROOM

AFFILIATIONS
Great Rebellion

SPECIAL ABILITIES
Flight

[illegible] FILMATION SHE-RA ANIMATED SERIES

Broom, Madame Razz's anthropomorphized broomstick, though gruff and short-tempered, possessed a good heart. He rarely held back his opinions, but he was always willing to help a friend in need. His background with Madame Razz was never revealed. Though the pair argued constantly, they had an enduring friendship and would go to great lengths to help and protect one another.

Broom sometimes reminded Razz of particular spells and possessed a fair amount of knowledge about Etheria itself. Though unable to perform magic, he could fly and was capable of carrying up to two passengers, despite his frail appearance.

[illegible] UK MOTU COMIC MAGAZINE

The UK MOTU comics established a friendship between Broom and Orko when Broom took a day off and went by himself to visit Orko on Eternia.

[illegible] UK POP COMIC MAGAZINES

In the UK comics, Broom was portrayed as a very warm-hearted character who could [illegible] when at his best. Feeling no one took him seriously because he was a broom, he longed to be a hero for the Rebellion himself, and on one occasion when he was quick-witted enough to outsmart Skeletor and foil a Horde scheme, he discovered he could be a hero in his own right.

BRUAR

WEAPONRY
Sword

SPECIAL ABILITIES
[illegible] armor

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS

A crystalline warrior from the planet Zel-Kron, Bruar was Queen Zilla's personal bodyguard. Along with being a skilled combatant, he had a body made of pure crystal granting him incredible protection against enemy attacks.

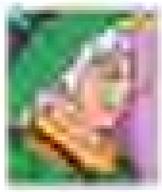
DRÜLL

[illegible] GERMAN MOTU AUDIO PLAYS

Drüll was a giant who lived near the Silver Falls on Eternia, claiming them as his own and preventing anyone from approaching them. Word was that anyone who attempted to reach the Silver Falls would be crushed beneath Drüll's large feet. He had a son, to whom he once gave Lou-Kee's flying rocking horse as a birthday present.

BRUSH-MENDER

AFFILIATIONS
Great Rebellion



[illegible] LADYBIRD MOTU BOOKS

Brush-Mender was known for mending brooms. He was often employed by Madame Razz to repair Broom when he was damaged.

BUBBLOR

AFFILIATIONS
Revenge Squad

WEAPONRY
Arm-mounted Cannon

[illegible] MOTU CLASSICS

A member of Lady Slither's Revenge Squad, Bubblor arrived on Trolla through a crack in space-time. As servants of the Unnamed One, Bubblor and the Revenge Squad attempted to seize the Temple of Power. He was later [illegible] by Skeletor.

[illegible]

BUCK WEST-STAR

WEAPONRY
Laser

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Buck West-Star was the owner of West-Star, an enormous entertainment space ship themed like a western saloon, which he ran with his young daughter, Teri. Buck once assisted He-Man in fighting the Mutants and rescued his daughter from Slush Head and Mutant troopers.

BUTTHEAD

OTHER NAMES
[illegible]

AFFILIATIONS
Evil Mutants

WEAPONRY
Blaster

SPECIAL ABILITIES
Charging and head-butting enemies

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Referred to as "[illegible]" in the New Adventures of He-Man animated series, Butthead was a prominent member of Flogg's Evil Mutants. His primary mode of attack was to charge and head-butt his adversaries. It remains unknown whether he had advanced cybernetics or just a thick skull. He was frequently teamed with Quakke, with whom he shared a friendship. The pair were often chosen by Skeletor to carry out various schemes. Aboard the Mutant Mothership, Butthead was in charge of the vehicles in the docking bay.

Though a formidable opponent in battle, he was rather dimwitted, perhaps even more so than Slush Head. His low intelligence was once such a problem that Skeletor attempted to use a brain amplifier on him. The plan backfired when Butthead grew so intelligent that he refused to follow orders.

BUZZ-OFF

TITLES
Heroic Spy in the Sky
Lord of Andreenids
Master of Wasps

OTHER NAMES
[illegible]

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Bee People
Andreenids

WEAPONRY
Axe
[illegible]
Lance
X-ray goggles

SPECIAL ABILITIES
Flight
Painful sting
Super sight and smell
[illegible]

1983 FILMATION MOTU ANIMATED SERIES

Buzz-Off was leader and representative of Eternia's Bee People—humanoid bees that lived in colonies and harvested Eternia's honey. He often discussed matters of state with King Randor at the Royal Palace and aided the Heroic Warriors. He flew and scouted large areas with his X-ray vision goggles. As a warrior, he possessed greater than average strength and used a lance weapon capable of electrical discharges. Buzz-Off was good friends with Mekaneck, and the two made a formidable team when paired together.

1983 MOTU MINICOMICS

Expanding on his Filmation characterization, the minicomics showed Buzz-Off to be an accomplished aerial fighter as well as an excellent scout and spy. He possessed a natural form of radar which would alert him to dangers. His claw hands could neutralize opponents with a painful sting. A talented composer of tall tales, Buzz-Off was infamous for [illegible] stories around the campfire, causing many of his fellow warriors to disbelieve him at times.

1984 GERMAN MOTU AUDIO PLAYS

While Buzz-Off maintained a bee-like portrayal in other media, the German audio plays depicted him as the official Master of Wasps, who had the ability to control all of Eternia's wasps. He resided in a [illegible] castle on Wasp Rock, located in the Mystic Mountains. Buzz-Off also possessed a special fondness for the honey he collected from bees in the Evergreen Forest.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Master of Wasps could hear and see everything. As nothing escaped his smart eyes, he was a valuable scout for the Masters of the Universe. Buzz-Off's specialty was [illegible] flight above hostile territories.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Buzz-Off was often paired with Stratos, patrolling the skies for danger. It was established that he was faster than Stratos, especially when flying great distances. As in other media, Buzz-Off served as a spy for the heroes, but his compound eyes, in contrast to the Filmation animated series, allowed him to see great distances in sharp detail. He also possessed a [illegible] visor, which gave him insect vision when he pulled it over his eyes. Additionally, Buzz-Off possessed incredibly sharp teeth, which could be used as a weapon as well as enabling him to escape from certain traps.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Unlike in earlier canons, the MYP animated series gave Buzz-Off a strong supporting role. As the prideful leader of the Andreenids, Buzz-Off was mistrustful and suspicious of outsiders and was portrayed with a somewhat [illegible] ego. He [illegible] in the nearby outside his own kingdom until Skeletor and several [illegible] and nearly caused a war between the Andreenids and the Avionians. He let the [illegible] from his opponents [illegible] and [illegible]. He also got a little [illegible] with [illegible] other Masters at times, but he always had the best intentions and worked at [illegible] himself.

2012 MOTU CLASSICS

Drawing largely from the MYP animated series portrayal, the Classics added Buzz-Off leading the Andreenids in battle against the Horde and the Snake Men at the Second Ultimate Battleground.

BYLON

AFFILIATIONS
Demi

1983 FILMATION MOTU ANIMATED SERIES
Bylon was a member of the Demi, a small group of humans allowed to [illegible] the lands on the war-torn planet Mora. In order to amuse themselves, they watched and gambled on dragon fights in their arena. Bylon, unlike the other Demi, displayed regret for the situation and was the quickest to see the error of his ways. He went to rebuild Mora alongside Cere and Veldor.

CAGS

1986 UK MOTU COMIC MAGAZINE
Cags was a young girl who got into an argument with another [illegible]. She was colored by Moss Man.

CALEB

SPECIAL ABILITIES
Juggling

1985 FILMATION POP ANIMATED SERIES
Caleb was a talented elderly circus performer and father to Drew and Marsh. When Drew was kidnapped by King Sarlapus, Caleb bravely volunteered to rescue his son by infiltrating Castle Darkspur.

CALIX

TITLE
Evil Horde Rock Man

OTHER NAMES
Callix

AFFILIATIONS
Evil Horde

WEAPONRY
[illegible]

SPECIAL ABILITIES
Body crumbles into pebbles and reforms

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Calix was a member of the Horde during Eternia's ancient past. He was destroyed by Hordak when he delivered news of the Horde's losses after their military took the Snake Men.

2009 MOTU CLASSICS
The Classics canon changed the spelling of the character's name and gave him a deeper backstory than his [illegible] appearance. Calix was a young [illegible] Rock Man from the Tri-Solar System when the Horde Empire recruited him. His slow insight and perspective into the strategies of the Horde's enemies helped him rise quickly and he became the lead military adviser to Hordak. He accompanied Hordak to Eternia in an attempt to guarantee He-Ro's demise. He [illegible] [illegible] with Hordak and the Horde in the Great Wars. He possessed the ability to crumble into pebbles and re-form his body, making him an indestructible warrior.

CANDRO

1983 FILMATION MOTU ANIMATED SERIES
The giant Candro was made an outcast by those around him, who feared him for his great size. As a result, he remained [illegible] for many years until he met Orko, when the two were captured by the [illegible] to use as exhibits in his freak show. Candro was revealed to have an extensive knowledge of science and machinery, which he used to enable his and Orko's escape. A very impressed Man-At-Arms made him his laboratory assistant.

CANDOR

SPECIAL ABILITIES
Sorcery

1985 FILMATION POP ANIMATED SERIES
An elderly wizard, Candor taught magic to [illegible] within his mountaintop cavern. After teaching, he would sleep for one hundred years, which would have made him one of the oldest beings on Etheria, even older than Shadow Weaver.

CAPTAIN BLACK

WEAPONRY
Laser gun

1984 [illegible] BOOK COMICS
Captain Black was a [illegible] among Skeletor's [illegible] minions. He had a scraggly beard and wore a helmet, goggles, and shoulder pauldrons. He also carried a large laser gun and wore dark colored armor.

CAPTAIN BRON

AFFILIATIONS
Snow People

WEAPONRY
Mace

SPECIAL ABILITIES
Military leader and strategist

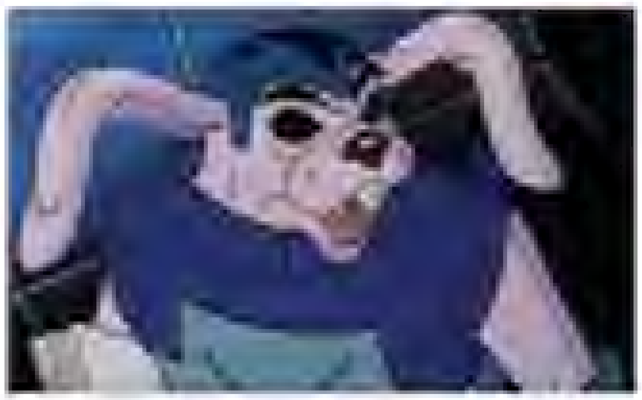
1985 FILMATION POP ANIMATED SERIES
Captain Bron was one of the highest ranking officials of Frosta's army in the Kingdom of Snows. Strong-willed, he rarely accepted advice from anyone, though he respected Frosta's orders. He rashly led his people to war against the Selkies when he believed they had captured Frosta.

CAPTAIN DAVRO

AFFILIATIONS
Royal Guard

1986 UK WORLD MOTU ANNUALS
Captain Davro commanded King Randor's largest solar-sailing ship, the Silver Star.

CAPTAIN DIPPER



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Captain Dipper was a rabbit-like alien who owned a space caravan. He gave in to Skeletor's subtle threats and provided him safe passage to Primus.

CAPTAIN FALK

SPECIAL ABILITIES
Skilled sea captain

1983 FILMATION MOTU ANIMATED SERIES
Captain Falk commanded the Farewind, a ship that journeyed to the mysterious Island of Avalan. With his great respect for the Royal Family of Eternia, he found it difficult to speak to Adam without referring to him as "Prince," much to Adam's amusement.

CAPTAIN VALK

AFFILIATIONS
Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Captain Valk was a [illegible] Denebrian. He delivered Flogg's peace offering, the Zepis, to the people of Primus.

CAPTAIN WILKIN

AFFILIATIONS
[illegible] of Eluvious

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Captain Wilkin served in General Negator's army for the planet of Eluvious. His forces were overwhelmed while trying to beat back an attack by Flogg and the Evil Mutants.

CAPTAIN ZANG

AFFILIATIONS
[illegible]

WEAPONRY
Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Captain Zang was a commanding officer in the [illegible] space force. He captured President Pell's flagship.

CAPTRON

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Entrapment of prisoners in energy cage

1985 FILMATION POP ANIMATED SERIES
Captron was an imposing and lumbering Horde robot that captured victims in an energy cage. It responded to direct commands and was slow to react.

CARA

AFFILIATIONS
Darrin

1983 FILMATION MOTU ANIMATED SERIES
Cara was a member of the Darrin, a small group of humanoid-like beings who lived on the war-ravaged planet Mara. In order to amuse themselves, they watched and gambled on dragon fights in their arena. Cara showed a degree of admiration for He-Man when she witnessed him in combat against their champion, Bellatros, and was the only member of the Darrin willing to bet on He-Man over Bellatros. Initially arrogant and aloof, Cara eventually saw the error of her ways and swore to rebuild Mara alongside Sykos and Vendor.

CARRA

1984 MOTU NEWSPAPER STRIPS
Carra was the proprietor of the Magic Emporium in the Marketplace of Eternos. He was short of stature and had enormous mustaches. Carra could be a bit of a prankster and once donned a fright mask to scare Teela, Orko, and Gwildor.

CASTASPELLA

[illegible]
Castaspella the [illegible]
Queen of Mystacor

[illegible]
Samandra

[illegible]
Great Rebellion
Evil Horde

[illegible]
Hypnotic orb
Magic [illegible]

[illegible]
Sorcery
Hypnotic spells
Teleportation
Astral projection
Precognition

[illegible] FILMATION POP ANIMATED SERIES
A powerful enchantress, Castaspella ruled the Kingdom of Mystacor on Etheria. She was temporarily dethroned when Mamolla seized the throne and transformed Castaspella into an elderly servant with only a fraction of her powers. She regained her throne with the help of She-Ra and Bow.

In her youth, she was trained alongside Shadow Weaver by the wizard Norwyn. Their shared history eventually made them the bitterest of enemies. Castaspella later taught magic to the next generation of spell casters.

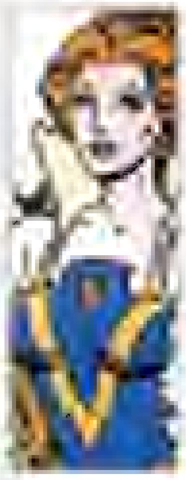
As one of the most powerful magic users on Etheria, she could perform a wide range of spells, including stun blasts and teleportation. Castaspella had a strong personality and on occasion displayed a notable lack of patience. She also took a strong liking to Prince Adam upon meeting him.

[illegible] POP MINICOMICS

Castaspella was depicted as not always having the best judgment in the POP minicomics. After having a mirror to make Catra see her reflection as a deformed crone, Castaspella admitted to unwisely using her powers in anger.

[illegible] GOLDEN POP BOOKS
While relatively consistent with other media, the Golden books established that Castaspella had to renew her vows every year on Enchantors' Eve in order to prevent the kingdom of Mystacor from passing to her cousin, Allegraseer.

[illegible] LADYBIRD POP BOOKS
In a complete departure from all other media, Castaspella was a sinister sorceress of the Evil Horde in the Ladybird books. She served Catra and assisted in the Fright Zone's Cat Team.



[illegible] UK POP COMIC MAGAZINES
The UK comics established that Castaspella's best friends were Frosta and Queen Angella. Her magical powers, connected to the disks on her forearms, enabled her to cast spells of suggestion, teleportation, and invisibility. As in the Filmation animated series, Castaspella had a rivalry with Shadow Weaver but was able to defeat her rather easily.

[illegible] MOTU CLASSICS
The Classics canon identified Castaspella as a powerful Etherian sorceress named Samandra. She ruled Mystacor until the Horde invasion. Shadow Weaver betrayed her by leading Horde Troopers to Mystacor's hidden location. Vowing to use her powers to protect the good people of Etheria from the Horde, she joined her close friends Frosta and Angella as a leader in the Great Rebellion. Her magic allowed her to temporarily hypnotize her enemies. Castaspella granted Beatrice Castle the power of flight and turned her into Sweet Bee. Castaspella was among those of the Great Rebellion who traveled to Eternia to fight in the Second Ultimate Battleground.

She was sometimes considered fickle and irresponsible by others.

CASTLE GRAYSKULLMAN

TITLES
Heroic Embodiment of Castle Grayskull

AFFILIATIONS
Masters of the Universe

WEAPONRY
Dual swords

SPECIAL ABILITIES
One-man army

[illegible] MASTERS CLASSICS
Castle Grayskullman came into being at the Second Ultimate Battleground. The combined army of the Horde and the Snake Men began to overwhelm the allied forces of Eternia. To turn the tide of battle, He-Man and Sorceress Teela cast an unpredictable spell to conjure the living embodiment of the castle itself. Castle Grayskullman formed and emerged from the castle's hidden Chamber of Defense. He immediately launched himself into battle, swinging his dual swords. Castle Grayskullman returned fifteen years later to fight in the Third Ultimate Battleground.

CAT MAN

AFFILIATIONS
Cat Folk

[illegible] FILMATION HE-MAN ANIMATED SERIES
King Pow's spy Cat Man was a member of the Cat Folk. He could hide in the dense flora of the Vine Jungle and remain hidden in his long dark cloak. He was catlike in appearance. His voice and the disheveled state of his whiskers suggested he was somewhat elderly.

CATILLUS

AFFILIATIONS
Great Rebellion

WEAPONRY
Staff

SPECIAL ABILITIES
Sorcery

1985 FILMATION SHE-RA ANIMATED SERIES
Initially preferring to remain solitary, Catillus discovered he enjoyed anything for the Great Rebellion after allying with them when the Moon Mirror was stolen. A powerful wizard, he channeled his magic through a staff.

CATHERINE MARY WINSTON

AFFILIATIONS
Evil-Lyn

1987 MOVIE
Catherine Mary Winston and her husband, William, were the parents of Julie Winston. They were killed in a plane crash in 1986. Evil-Lyn used her magic to fool Julie into thinking she was Catherine, insisting that she and William were performing secret work and the plane crash had been a cover. It was a trick to get Julie to give her the Cosmic Key. Once Skeletor was finally defeated, Gwildor sent Julie and her boyfriend back in time to prevent the Winstons from boarding their fateful flight.

CATRA

[illegible]

FILMATION POP ANIMATED SERIES

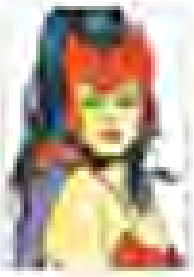
[illegible]

POP MINICOMICS

[illegible]

GOLDEN POP BOOKS

[illegible]



UK WORLD POP ANNUALS

[illegible]

GERMAN POP AUDIO PLAYS

[illegible]

[illegible] MARVEL STAR MOTU COMICS
Maintaining her design and personality from the Filmation animated series, the Marvel Star comics gave Catra a very different color scheme and plan.

[illegible] UK MOTU COMIC MAGAZINES

In a departure from earlier origins of Catra's powers, the UK MOTU comic magazines stated that Catra was an ordinary mortal with evil ambitions before befriending the alien creature Darabara, who taught her how to transform into a cat.

[illegible] UK POP COMIC MAGAZINES
The UK POP comic magazines expanded on Catra's characterization from the UK MOTU comics. From within her base of operations inside the Fright Zone's Cat Tower, Catra and the Royal Chambers often plotted ways to embarrass She-Ra. With no true allegiance to either Hordak or the Rebels, Catra's primary goal was to make Adora and She-Ra unhappy. She often teamed up with Shadow Weaver.

[illegible] MOTU CLASSICS

The Classics canon offered a different backstory for Catra. Catra was the despot of [illegible] in the Tri-Solar System. She was recruited by Hordak to be a member of the Evil Horde. Hordak bestowed her with powers that included immortality and the ability to transform into a panther. She fought with the Horde during the Great Wars against both King Grayskull and the Snake Men before being banished, along with the Horde, to Despondos.

2012 DC MOTU COMICS
In the 2012 DC comics, Catra's hatred of She-Ra was amplified when she learned that the Princess of Power was formerly Horde member Despara.

[illegible]

DISGUISES

OLD WOMAN: [illegible]

CAVENOR

SPECIAL ABILITIES
Swindling

[illegible] UK MOTU COMIC MAGAZINES
Cavenor and his business partner, Orlen, were a pair of traders in fine goods. They were swindlers, selling useless goods to Eternians in a desperate attempt to make a living. Cavenor was the more cynical and deceitful of the two and was prepared to do anything just for the sake of making money, even selling goods to Hordak.

CAZ

AFFILIATIONS
People of Primus

WEAPONS
Shepherd's crook

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Caz was the younger brother of Drissi and shepherded the flock of animals on the oasis on Primus. With their parents absent, Caz was raised by Drissi. Unlike his sister, who preferred a secure life tending to her flock, Caz found his work in the oasis boring and longed for adventure. Caz dreamed of becoming a Galactic Guardian and fighting the Mutants. He often tried to convince He-Man to take him along on missions. Though he was brave, Caz's enthusiasm and desire for adventure frequently landed him in trouble. Caz was eventually rescued by [illegible].

CELICE

SPECIAL ABILITIES
Hypnosis through song

[illegible] FILMATION MOTU ANIMATED SERIES
The hauntingly beautiful singer of Zalesia, Celice had a singing voice that could entice anything to obey her will. Using her voice, she could accomplish any task, such as making flowers bloom or commanding the Jaw-Bridge of Castle Grayskull to lower. Whenever the giant monster [illegible] awoke and threatened her home, Celice would sing the creature back to sleep, a task her family had held for generations. She was captured by Skeletor and forced to sing the Jaw-Bridge of Grayskull down. After she was rescued by He-Man, Celice promised to help the Heroic Warriors when needed.

CERATUS

TITLES
Heroic Leader Of Subternia

OTHER NAMES
Ceratus Rider

AFFILIATIONS
Eternian Council
Caligars

WEAPONRY
Bone club
Throwing blades

SPECIAL ABILITIES
Brute strength

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Leader of the Caligars—a reptilian race living in Subternia—Ceratus defended his homeland against former allies Lord Dactys and the Speleans. Fiercely strong, he fought with a vicious bone club, throwing blades, and his spiked tail. He harbored a deep hatred for another Caligar, Whiplash, whom he regarded as a traitor. Ceratus joined other leaders as part of the Eternian Council at the Royal Palace.

2016 MOTU CLASSICS
The Classics canon revealed some additional details of Ceratus's life. Ceratus [illegible] rose to leadership of the Caligars following his father's untimely death. During the Great Unrest, he fought alongside King Miro and Lord Dactys. At the same time, his [illegible] younger brother, Tamon (Whiplash), betrayed the Caligars by leading a raid on their allies. Ceratus confronted Tamon and was forced to banish him.

Ceratus and Dactys returned to find their kingdoms destroyed. Each blamed the other, plunging their peoples into a decades-long war. Only the threats of Skeletor and King Hiss forced Ceratus to put aside his grievances and unite with King Randor and Dactys as part of the Eternian Council. Ceratus led his warriors alongside the Masters of the Universe in the Second Ultimate Battleground.

CERIL

WEAPONRY
Sword

SPECIAL ABILITIES
Hand-to-hand combat

1983 DC MOTU COMICS
Ceril led a tribe of warriors who were enslaved by Damon, a sorcerer. After his tribe was freed by He-Man, Ceril pledged his loyalty to King Randor. He appeared to be well aware that He-Man and Prince Adam were one and the same.

CHAD

1985 FILMATION MOTU ANIMATED SERIES
A hotheaded teenager, Chad looked up to He-Man and Teela. Chad wanted to be a soldier and enjoyed playing with guns. He learned from his grandfather, Elden, the dangers and horrors of war. He had a pet named Bubba, from whom he was almost inseparable. Later, Chad witnessed his older brother Jason's decline after Jason became addicted to the drug containing Rowe known as the Black Nightmare.

CHADAZ

AFFILIATIONS
Council of Evil

WEAPONRY
Spiked mace

SPECIAL ABILITIES
Strength

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Chadaz was a red giant who wielded a massive spiked mace, with which he wrought large-scale destruction. He and his fellow giants stole the Crystal of Precious from the village of Vendes. He and his cohorts were defeated by Buzz-Off. Later, he and his fellow giants were recruited by Skeletor for the Council of Evil. When He-Man and the Masters turned the tide of battle, Chadaz and his giants fled.

CHANCELLOR

TITLES
Chancellor of Mosaria

1985 FILMATION MOTU ANIMATED SERIES
The Chancellor worked directly for King Bores as the head of government within the kingdom of Mosaria. In the event of King Bores's disappearance, it was the Chancellor's duty to assume his heirs, Prince Estey and Princess Juna.

CHARLIE

AFFILIATIONS
Earthlings

WEAPONRY
Gun

1987 MOTU FILM
Charlie was the owner of Charlie's Good Vibrations Music Emporium, a store located at Lindhurst Mall in California. Both Kevin Corrigan and Detective Lubic brought the Cosmic Key to Charlie to analyze. They all suspected it was a Japanese synthesizer.

CHEF ALLEN

WEAPONRY
Wooden spoon

SPECIAL ABILITIES
Great culinary skills

1983 FILMATION MOTU ANIMATED SERIES
The rotund and jolly Chef Allen cooked at the Royal Palace. Whenever there was a celebration, Chef Allen was on hand to bake the most elaborate of cakes. In order to sneak into the Royal Palace, Skeletor once disguised himself as Chef Allen.

CHIEF CARNIVUS

TITLES
Heroic Feline Warrior

WEAPONRY
Sword of Tar

OTHER NAMES
Carnivus Fenestrus III

SPECIAL ABILITIES
Feline agility

AFFILIATIONS
Eternian Council
Qadians

"[illegible] Carnivus"

1990 MIKE YOUNG PRODUCTIONS NOTU ANIMATED SERIES
Chief Carnivus was the leader of the Qadians—a catlike race from the mountaintop village of Rakk Qadi and other settlements like Fera Nova. Primarily a diplomat, he willingly negotiated with other leaders. Later, he was transformed into a servant of the Snake Men via the Serpent's Ring. After being rescued and restored to his true form by the Men, Chief Carnivus joined other leaders on the Eternian Council at the Royal Palace.

2014 MOTU CLASSICS
The Classics canon added a few more details to Carnivus's characterization. Born Carnivus Fenestrus III, Chief Carnivus did not wish to risk his people's safety by involving them in external conflicts. The rapid threat of Skeletor, the Snake Men, and the Horde ultimately convinced him to join King Randor's Eternian Council.

CHIEF HIRON

AFFILIATIONS
Cave Dwellers of the Caves of Mev

WEAPONRY
Spears

1985 SHE-RA: PRINCESS OF POWER ANIMATED SERIES
The leader of the Cave Dwellers of the Caves of Mev, Chief Hiron and his people were enchanted by Shadow Weaver to believe that Hordak was the god Horda. He and his people were forced to mine the caves for gold until She-Ra's intervention.

CHIEF MERLO

AFFILIATIONS
Farrius Tribe

WEAPONRY
Staff

1983 FILMATION MOTU ANIMATED SERIES
Chief of the Farrius and father to Prali, Merlo was a brave and strong-willed warrior who could navigate the Dense Vine Jungle. He wielded a magical staff that was powered by the Moonfire Stones located inside the Temple of Farrius.

CHIEF NARWHAL

TITLES
Chief of the Selkies

AFFILIATIONS
Selkies

SPECIAL ABILITIES
Underwater breathing and [illegible]

1985 FILMATION POP ANIMATED SERIES
Chief Narwhal was the elderly leader of the Selkies—a race of walrus-like beings who dwelled in the Kingdom of the Snows. He was respected by the Selkies as well as Frosta and her Snow People. When war began to loom between the two races, he was quick to end the conflict and overcame his people's thirst for battle.

CHIEF TOMAR

1986 HE-MAN COMIC MAGAZINE
Chief Tomar was the leader of a nomadic tribe in the Griffin Desert. A strong and stern leader, he led his warriors into battle on horseback.

CHIMERA

SPECIAL ABILITIES
Brute strength
Teleportation

1983 FILMATION MOTU ANIMATED SERIES
Chimera was Count Marzo's loyal and imposing sidekick who could teleport anywhere he desired. The ability was neutralized when he was exposed to crystal. He also had the unique ability to summon Vexil Bats by emitting a high-pitched howl.

"[illegible]"

CLAMP CHAMP

TITLES
Heroic Master of Caution
Royal Bodyguard

REAL NAMES
[illegible]

AFFILIATIONS
Heroic Warriors
Masters of the Universe

WEAPONRY
Giant clamp
Techno-clamp

SPECIAL ABILITIES
[illegible]
[illegible]
[illegible]
[illegible]
Extensive knowledge of weapons

[illegible] [illegible]
Clamp Champ was King Randor's royal bodyguard in the minicomics. Depicted as a fearless and powerful fighter, he [illegible] that warned him of impending danger. [illegible] fighting [illegible] reflexes [illegible] in the air. He [illegible] his trademark weapon, a large metal clamp, to capture enemies [illegible] like [illegible] grip.

[illegible]

[illegible] MARVEL STAR MOTU COMIC
In contrast to other media, Clamp Champ was portrayed as rather self-absorbed in the Marvel Star comics. When King Randor asked for his [illegible], Clamp Champ remarked that it would reflect poorly on his record should anything happen to him. He was jealous of the [illegible] [illegible] to be Eternia's hero himself, leading him into [illegible] and leaving Randor's side at times.

In an alternate timeline created when the Sword of Power was sent [illegible] years into the future, Clamp Champ was [illegible] the original Heroic Warriors carrying on the fight against Skeletor. A much older Clamp Champ retrieved the Sword of Power for both the past and future Prince Adam by becoming He-Man once again. He continued to battle evil even when his own heart was failing.

[illegible] [illegible] SERIES
As in the Marvel Star comics, Clamp Champ was eager to prove that there was more than one hero on Eternia. He desired nothing more than to take on Skeletor in single combat. He even boasted how he had never been called anything but "Champ."

[illegible] MOTU CLASSICS
[illegible], the royal bodyguard to King Randor, became the new Man-At-Arms following Duncan's transformation into an evil Snake Man. He possessed extensive knowledge of nearly all the weapons in King Randor's arsenal [illegible] techno-clamp, earning him the nickname "Clamp Champ." He [illegible] the kingdom's [illegible] and [illegible] in preparation for the "Second" Ultimate Battleground and [illegible] Queen Marlena for personal combat. Leading the Masters of the Universe into battle, he delivered the [illegible] blow to his former [illegible].

During the [illegible] of the [illegible] of Eternia, Clamp Champ fell in love with [illegible]. After the [illegible] returned [illegible] to Eternia and fought in the [illegible] Ultimate Battleground.

CLARICE TARTON

[illegible] MOTU NEWSPAPER STRIPS
Clarice Tarton was a [illegible] reporter for the [illegible] Eternia. Though [illegible], there was a predatory quality about her. She was particularly interested in the goings on of He-Man and the Royal Family. Her "news" stories typically relied on exaggerations and shock value.

CLARTU

SPECIAL ABILITY
[illegible] puzzles

[illegible] UK MOTU COMIC MAGAZINES
Clartu was an advanced robot who served [illegible] the Conqueror, a [illegible] who invaded numerous worlds. He piloted a spacecraft throughout the cosmos, evaluating planets for their suitability as potential invasion targets. His master would only invade worlds whose inhabitants lacked intelligence, logic, and bravery, and so Clartu tested He-Man and [illegible] for these traits upon his arrival on Eternia by constructing a series of puzzles for them to solve together. Determining they were too intelligent to risk conquering, Clartu returned to the stars to continue his mission.

CLAWFUL

TITLE
[illegible]

OTHER NAMES
(Clicking [illegible] pronounced with claws)

AFFILIATIONS
Evil Warriors
[illegible] Warriors
[illegible] of Evil
Claw People
[illegible]

WEAPONS
Claws
Mace
Sword

[illegible]
Crushing jaws
[illegible]
Breathing both in and out of water

[illegible] FILMATION MOTU ANIMATED SERIES

Clawful's Filmation appearance differed greatly from that used in other media, and his Filmation design was almost completely unrecognizable in comparison to the action figure. He was one of Skeletor's more [illegible] Evil Warriors and would [illegible] carry out missions on his own. Though Skeletor described Clawful as the most [illegible], Clawful [illegible] that he would turn on Skeletor when given the chance and expressed the desire to lead the Evil Warriors himself.

His snapping claws [illegible] more than they captured, but he did possess [illegible] strength and was even able to [illegible] with He-Man.

[illegible] MOTU MINICOMICS

Unlike in the Filmation animated series, Clawful was portrayed with one of his claws being a larger and more powerful "crushing claw." Clawful led a group of Evil Warriors in a bid to capture the heroes, [illegible] and [illegible]. As a [illegible], Clawful fought well against [illegible] until the [illegible] [illegible].

[illegible] GERMAN MOTU AUDIO PLAYS

Described as an [illegible] gladiator, Clawful hoped to one day catch hold of He-Man, for it would mean the [illegible] end.

[illegible] GERMAN INTERPART-CONDOR MOTU COMICS

In the German Condor comics, Clawful's grip was so strong that nothing could break free of it. Even He-Man had to call on the Power of Grayskull to wrench Clawful's claw and [illegible] it to release the Sword of Power.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In a departure from earlier portrayals, Clawful, a member of the [illegible] Claw People, was the most [illegible] of Skeletor's minions, to the point of providing comic relief when he couldn't [illegible] the claw-clicking language of his own people. On occasion, Clawful would [illegible] how [illegible] he really could be. His giant claw was tremendously powerful, capable of destroying a Sky Sled with a single blow. He could [illegible] time to aid in battle and was especially adept at underwater combat.

[illegible] MOTU CLASSICS

The Classics [illegible] earlier incarnations of Clawful and further established that he was a member of the [illegible] race of [illegible] warriors on [illegible] Island. After [illegible] from a [illegible] attack, he joined Skeletor's forces. He [illegible] Evil-Lyn to cast a spell, increasing his intellect and making him a more cunning strategist. Clawful led a battalion of Skeleton Warriors in the Second Ultimate Battleground but was defeated by [illegible].

COLETTE

SPECIAL ABILITIES
Agility

[illegible] FILMATION MOTU ANIMATED SERIES
The Great Orlando's partner, Colette was a skilled trapeze artist in Crankeni's circus. Her striking outfit included a long pink cape which was detached for her trapeze performances.

COLIN

[illegible] FILMATION POP ANIMATED SERIES
A brave lad from the Horde-dominated village of Dryl, Colin led his people to independence and self-reliance when He-Man and She-Ra were not able to assist them in time.

COLLECTOR

SPECIAL ABILITIES
Master of capture
Hypnotic [illegible]

[illegible] UK MOTU COMIC MAGAZINE
The Collector was an intergalactic criminal who collected the mightiest warriors from different planets. He tranquilized and imprisoned his captured warriors aboard his ship. When he had collected enough champions, he intended to return to Targu, his home world, and force them all to compete in the Galactic Games, battling one another until only the strongest survived.

After He-Man was captured by the Collector, Man-At-Arms managed to trace He-Man to the Collector's ship, where he freed all of the prisoners, forcing the villain to flee in a shuttle. The Collector crash-landed on Eternia, losing his memory in the crash. He wandered the planet as an amnesiac beggar for some time before regaining his memory and swearing vengeance on He-Man. He briefly teamed up with Skeletor before being defeated by He-Man a second time.

[illegible]

COLONEL BLAST

AFFILIATIONS
Evil Horde

WEAPONRY
Blasters, [illegible] mounted in armor

SPECIAL ABILITIES
Leadership

[illegible] FILMATION POP ANIMATED SERIES
Commander of a large Horde outpost in the remote region of Mooncrest, Colonel Blast was a dangerous foe to the Great Rebellion. He had an impressive arsenal of weaponry concealed within his armor. When activated, his boot cannons were revealed and an overhead visor enabled him to rapidly lock onto a target and fire.

[illegible]

COLONEL MARK GLAZE

AFFILIATIONS
Earthlings

SPECIAL ABILITIES
Piloting

[illegible] FILMATION MOTU ANIMATED SERIES
Colonel Mark Glaze, along with Major Andrea Steele, was an Earth astronaut who traveled through a vortex and arrived on Eternia. A brave pilot, Colonel Glaze forced Major Steele to eject in case the ship was destroyed during the crash landing.

COMPACTOR

AFFILIATIONS
Defenders of Grayskull

SPECIAL ABILITIES
[illegible]

[illegible] MOTU CLASSICS
Compactor was one of the Defenders of Grayskull. He was present when He-Man and Skeletor united after their confrontation with Horde Prime. Compactor appeared to act as the Defenders' leader, assuring that the evil Revenge Squad would never take the Temple of Power so long as the Defenders guarded it.

[illegible]

CONSUL ARI

1983 MOTU MINICOMICS
Consul Ari was the elderly grandfather of the young Leon. Hailing from the Golden Isles, he wore red robes and sported a pointed white beard. Consul Ari carried a message from the Golden Isles to King Randor warning him of Skeletor's plans to invade the palace.

CORPORAL ROMEO

AFFILIATIONS
Evil Horde
Great Rebellion

SPECIAL ABILITIES
Hand-to-hand combat

1985 PRINCESS OF POWER ANIMATED SERIES
A handsome and loyal member of the Horde, Corporal Romeo proudly wore the Horde badge until he began to question their authority. After witnessing their evil actions, he defected to the Great Rebellion, where he served as a smart and capable fighter. There was a romantic attraction between Corporal Romeo and Glimmer.

COUNSELOR ZANG

1987 UK MOTU MAGAZINES
Zang was the evil and manipulative counsellor to King Alfram of Dimension X. He had greyish skin and wore a brown hooded robe. Counselor Zang convinced Alfram to bring He-Man and Skeletor to Dimension X so that the dimension could witness the ultimate battle between good and evil. This was all part of an evil plot the duplicitous Counselor Zang hatched, however. He hoped to have Skeletor help him overthrow the king so that Zang could take over as ruler.

CORAX

AFFILIATIONS
Frozen Mutants

WEAPONRY
Axes

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The leader of the Frozen Mutants, Corax and his comrades had once been human but were changed into Mutants after crashing into the foggy Frozen region of Denebria. He helped Master Sebrian and Mara after they crashed on Frozen. Afterward, Corax returned to Primus with the other Frozen Mutants to be reintegrated into Primus society.

COUNT FALL

1985 PRINCESS OF POWER ANIMATED SERIES
Count Fall held a spot on the Council of Seasons, a group that regulated the four seasons on Etheria. He was a smartly-dressed man with distinguished features and a monocle. Each member of the Council of Seasons had a personality in keeping with the season they represented.

CORY

1985 PRINCESS OF POWER ANIMATED SERIES
Cory was a misguided youth who dreamed of becoming a spy for the Horde and reporting Rebel activity to Tung Lashor. He had a change of heart when he saw Adora was to be taken to the Fright Zone for reeducation.

COUNT KRAVON

1986 SPANISH [illegible] MOTU COMICS
The evil and manipulative Count Kravon hailed from a distant realm called Van. He sported a distinctive beard and mustache and wore a blue suit with a black and gold helmet and shoulder armor. The nobleman possessed hypnotic powers and secretly craved the secret magic texts housed in the Eternos Palace library. Using his mesmeric abilities, Count Kravon hypnotized Teela and gained access to the books of magic which, in the wrong hands, could be used to destroy Eternia. Kravon displayed a strong attraction to Teela and attempted to use his hypnotic influence in a bid to make her his wife. Fortunately, Kravon's dastardly plans were foiled by He-Man and Orko.

COUNT MARZO

TITLES
Evil Master of Magic

OTHER NAMES
Marzo Kalif

AFFILIATIONS
Council of Evil

WEAPONRY
Magic amulet
Sword

SPECIAL ABILITIES
Sorcery
Long life

1983 FILMATION MOTU ANIMATED SERIES
A devious nobleman with a twisted mind, Count Marzo was thousands of years old and believed it was his birthright to conquer Eternia. With the demonic Chimera by his side, Marzo would stop at nothing to further his own means. He possessed a vast and varied array of magical abilities. Within his arsenal of trickery was a device which spewed dark smoke that caused loss of memory. His evil spread throughout the cosmos, and he briefly ravished our Earth and the world of Etheria. His schemes often involved tricking children into obeying his command.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The MYP series reinvented the character with a new backstory. At some point in the past, the Council of Elders had imprisoned Count Marzo in the body of an old man and exiled him to the Dark Hemisphere beneath the Valley of Gorgon as punishment for an assault on the Hall of Wisdom. In his old man form, Marzo convinced Mekaneck to retrieve the amulet. With his magical Beryllil Amulet returned, he was able to restore his youth and possessed a range of

magical abilities, including erecting impenetrable barriers, projecting bolts of energy, and seeing visions of the past. He was defeated by He-Man and reverted back to the form of an old man when he lost the amulet.

Marzo later regained his amulet and joined forces with Skeletor as part of the Council of Evil. During the confrontation with He-Man, the amulet was lost again. Sometime later, Evil-Lyn found the amulet and used it to secure Marzo's servitude. Count Marzo exhibited his ruthlessness when he regained the amulet and backhanded Evil-Lyn for trying to command him.

2011 MOTU CLASSICS
Marzo Kalif was a fifth-degree wizard secretly out-casting in the Empire of Oovin. There, he spent most of his early life learning the many advantages of magic over technology. Observing the suffering of warriors in the Dark Hemisphere, Marzo decided that he would make a better ruler of Eternia and set out to depose King Miro in what would become the first part of the Great Unrest. He amassed followers, like the wizard Hssiths, created the terrible Shadow Beasts, and waged a series of strategic campaigns across the planet to challenge King Miro for his crown.

However, when he realized he could not defeat the king's army, Marzo used his magical amulet to banish Miro to the Dimension of Despondos. In their father's absence, Prince Randor and Keldor joined together to drive Marzo's armies back to the Dark Hemisphere and trapped him in the form of a diminutive and powerless old man. Marzo later regained his youth and magical amulet to fight alongside the Evil Horde and the Snake Men in the Second Ultimate Battleground.

COUNT SNEER

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Thieving

1986 UK POP COMIC MAGAZINE
Count Sneer was a Horde-serving aristocrat who terrorized Etheria's Common Woods. He was the archnemesis of the Crimson Fury. Though feared by the tribes of the desert, Count Sneer was a coward at heart and was quick to run away when overpowered in combat.

COURT HERALD

WEAPONRY
Staff

SPECIAL ABILITIES
Loud voice

1983 FILMATION MOTU ANIMATED SERIES
The Court Herald was posted at the entrance to the royal throne room of the Royal Palace of Eternia. His duty was to announce those who had come to seek an audience with King Randor and Queen Marlena.

CRACKERS

AFFILIATIONS
Circus

SPECIAL ABILITIES
Juggling

1983 FILMATION MOTU ANIMATED SERIES
Crackers the clown was tall and lanky with long, skinny arms and never stood fully upright, adopting a comical posture. As leader of his circus troupe, he took his work and responsibilities very seriously. His circus show was known as the Greatest Show on Eternia. He also cared a great deal for his performing Wyrlephant, Myrtle. A cuckoo bird lived in his derby jacket, springing out to add comments in its own high-pitched voice.

CRIMSON FURY

AFFILIATIONS
Great Rebellion

WEAPONS
Sword

SPECIAL ABILITIES
Strength
Bravery
Strategy
Stealth

1986 UK POP COMIC MAGAZINES
The Crimson Fury was a mysterious Eternian rebel who protected Eternia's Crimson Wastes from the Horde. None had ever seen his face. He would appear when danger struck and vanish as quickly as he'd come. He was accompanied by a great battle-trained Talon. His archenemy was the Horde's Count Grasp, who terrorized the desert tribes. The Crimson Fury caused so much trouble for the Horde that they were desperate for his capture.

CRUNCHER

AFFILIATIONS
Evil Mutants

SPECIAL ABILITY
Superhuman strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
In order to infiltrate their ranks and learn of Skeletor's plans, He-Man needed to change his appearance into a Mutant using the Mutacon. He-Man grew in size and his body became more brutish and Cro-Magnon in appearance. Unfortunately, the transformation changed him mentally as well, and he sided with the Mutants thereafter. Unaware of the new Mutant's true identity, Skeletor dubbed him "Cruncher".

SEE ALSO: HE-MAN

CRITA

AFFILIATIONS
Evil Mutants
Space Mutants
Gleanons

WEAPONS
Whip
Snapper
Magic ring

SPECIAL ABILITIES
Voice impersonation

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Intelligent, ruthless and power hungry, Crita was the most ambitious of Flogg's top lieutenants. Serving as the head of communications aboard the Mutant Mothership, she caught Skeletor's eye for her cunning and cruelty. She, in turn, idolized Skeletor and the pair shared something of a romantic interest.

Following the failure of an initial scheme involving the planet [illegible], Crita offered to train the Gleanons in the Mutant way of fighting and help them crush the Mytes. In return, General Tiller presented Crita with a new outfit and an offer to make her queen of the Gleanons if she succeeded in destroying the Mytes and President Pell. Her schemes, however, were frequently foiled by her archnemesis, Mara, Galactic Protector and Primus's ambassador to the Mytes. Crita completely detested Mara's compassion and goodness.

When the Mutants began their final invasion of Primus, they requested aid from the Gleanons; Crita arrived with a Gleanon space fleet. When the Mutants were defeated, Flogg blamed Skeletor for his downfall and attempted to shoot him down, but Crita sprang to Skeletor's defense. She established her complete loyalty to Skeletor in the betrayal of the Mutant army. After one final defeat at the hands of He-Man and Mara, Crita was sealed into a shuttle pod with Skeletor and cast into space. She wondered if this was their final fate, but Skeletor assured her this was not the end.

Crita was skilled in combat; her primary weapon was a whip, but she also used a snapper and a ring which projected powerful energy blasts. She had studied primitive cultures and used her knowledge to gain influence over them. Crita was also able to impersonate anyone's voice with incredible accuracy. Skeletor regularly complimented her on her talents and abilities.

[illegible] MOTU CLASSICS
In Classics, Crita was also the communications specialist aboard the Mutant Mothership. After she was defeated by Mara, Crita went to the stars and later encountered Evil-Lyn. Crita was never seen again.

CRUSHER

SPECIAL ABILITIES
Hand-to-hand combat

1982 DC MOTU COMICS
Crusher was an arrogant and balding hulk. He was known throughout Eternia for his drinking and brawling.

CRYSTOLL

[illegible] ITALIAN MAGIC BOY MAGAZINES
In the Italian Magic Boy magazine, Crystoll was one of Flogg's Evil Mutants. He appeared to be made of crystal. Crystoll was part of an attack mission along with [illegible] and [illegible] (Shell Head).

[illegible]

CUTTER

AFFILIATIONS
[illegible]

WEAPONRY
[illegible]

SPECIAL ABILITIES
[illegible]

1985 FILMATION HE-MAN/SHE-RA ANIMATED CHRISTMAS SPECIAL
Leader of the [illegible], small living robot creatures, Cutter was a brave and [illegible] warrior. He helped Orko and two Earth children escape from the Monstroids. Cutter could transform his [illegible] blades which could cut through anything.

CY-CHOP

TITLES
Evil Horde Bounty Hunter

REAL NAME
Psychor

AFFILIATIONS
Evil Horde

WEAPONRY
Scissor Hands

SPECIAL ABILITIES
Swapping bladed hands for other weapons

[illegible] MOTU CLASSICS
Psychor partnered with his friend Kronis as thieves and con-artists. Their partnership and friendship ended when Kronis betrayed Psychor and threw him out of a Bus Jet during an escape from a Horde Patrol Unit. Falling hundreds of feet onto a small moon, Psychor survived and was reanimated as a cyborg by a cabal of Vegan scientists. They preserved his organs within a transparent robotic chest and made his hands interchangeable with a deadly arsenal of weapons.

Renamed Cy-Chop, he served the scientists for twenty years before becoming a thief and assassin for hire. Eventually, Hordak hired Cy-Chop to strengthen his forces against his enemies on Eternia. Cy-Chop faced his old partner Kronis, who had become the cyborg warrior Trap Jaw, when they fought on opposing sides during the Second Ultimate Battleground.

CYNDA

[illegible] FILMATION MOTU ANIMATED SERIES
Cynda was one of three students Teela took to the Mystical Forest. The friendliest of the group, she enjoyed Kittrina's artwork and encouraged Tagan to take the Jet Crawler for a joyride.

DADGAR

AFFILIATIONS
Eternian Royal Guard

[illegible] DC MOTU COMICS
A lieutenant of the Eternian Royal Guard who served with Nuke Blok, Dadgar had friends within the guard whom Blok betrayed during a shady deal with Kronis.

DAGAR

SPECIAL ABILITIES
Sorcery

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
A good friend to Zoarra and Master Sebrian, Dagar was one of the wizards who attended Sebrian's [illegible] [illegible] on Primus.

DAINAR

TITLES
Dainar the Demon
King of the Dark Dimension

SPECIAL ABILITIES
Magic

[illegible] FILMATION MOTU ANIMATED SERIES
Dainar arrived on Eternia from the Dark Dimension as a very small, childlike demon. His presence caused the Dark Dimension to slowly align itself with Eternia and precipitated many strange events. Dainar would eventually spin a cocoon and evolve into his true giant form, King of the Dark Dimension. He believed that it was his destiny to rule Eternia as well, but having become friends with Orko, Dainar realized that he could shape his own destiny and left Eternia on good terms.

DAMON

SPECIAL ABILITIES
Sorcery

[illegible] DC MOTU COMICS
Damon was a powerful sorcerer who enslaved [illegible] village, precipitating the first appearance of He-Man. He appeared to fight He-Man in the form of a horned demon but was defeated. Damon had also fought Skeletor when he first came to Eternia from the Dark Planes. Although Skeletor thought he had also defeated Damon, the evil sorcerer called it a mere inconvenience and claimed that Eternia, the world of his birth, was his own to conquer. Skeletor later defeated Damon again.

DANAVAS

[illegible] FILMATION MOTU ANIMATED SERIES
Though not truly evil, Danavas briefly gained great strength by drinking from the magical spring within the Valley of Power. With his newfound abilities, he took control of the [illegible] and intended to conquer Eternia. Thanks to He-Man, Danavas realized the error of his ways and vowed to pay for his evil deeds any way he could. Danavas's most notable features were his black and blue eyes.

CHARACTERS

DARE

TITLES
Heroic Son of He-Man
Prince of Eternia

OTHER NAMES
He-Ro II

AFFILIATIONS
Masters of the Universe
Royal Family of Eternia

WEAPONS
Sword of Power

SPECIAL ABILITIES
Transformation into He-Ro II
Superhuman strength
Superhuman agility

2012 MOTU CLASSICS
Prince Dare was born to Prince Adam and his wife Teela sometime in the aftermath of the Second Ultimate Battleground. Dare grew up in Eternia hearing stories about his father's past adventures as He-Man and his ongoing exploits in space unbound the Familiar Eternia.

When Dare was fifteen, his grandfather King Randor passed away, compelling his father to return to succeed him as the king of Eternia. After He-Man's coronation and the transfer of power from the Eternos Palace to Castle Grayskull, King He-Man began to train Dare. He was trained in combat and tactics by Sir Lean Ajo, throughout Eternia by total travel. Despite his training, Dare felt that his father was still protectively shielding him from greater trials and secretly [illegible] his lack of a chance to prove his mettle.

When the Horde queen Despara attacked Eternia, she captured King He-Man. To save his father, Dare retrieved the Sword of Power. Calling on the Power of He-Man, Dare turned into the new He-Ro!

Dare's victory and family reunion were cut short upon the destruction of Castle Grayskull by the Unnamed One. In order to protect Dare and the Power Sword, Spector teleported Dare to Preternia. In the past, Dare met the legendary Cosmic Warrior He-Ro, who took him to meet his own mentor, Eldor.

From Eldor, Dare learned that the only way to return to his own time was with the Hero's Journey spell. Dare remained in Preternia for a long time, fighting alongside He-Ro, King Grayskull, and their allies. In time, Dare mastered fighting skills, magic, and Eldor's Book of Spells. He successfully fulfilled the requirements of the spell to become worthy of the title of hero and returned to his own time, where he ultimately slew the ancient Trollan mage known as the Unnamed One.

DARILL

TITLES
Royal Page Boy

[illegible] UK WORLD MOTU ANNUAL

Darill had always dreamed of being a Royal Page Boy to King Randor. He was honored with the position after he warned the Heroic Warriors about an impending attack on Castle Grayskull by Hordak.

DARIUS (I)

[illegible] FILMATION HOW ANIMATED SERIES
Darius was the innkeeper of the Dew Drop Inn in the village of Oxdon. A patient man, he put up with continued abuse at the hands of the Horde until one of them said that his daughter, Kristalla, would make a fine member of the Horde. He lashed out and was forced by the Horde Troopers' stun batons. Darius was the first person to stand up to the Horde. His courageous actions instigated his village's revolt.

DARIUS (II)

AFFILIATIONS
Galactic Guardians
Galactic Protectors

WEAPONS
Energy mace

SPECIAL ABILITIES
Leadership
Tactical

[illegible] UK WORLD MOTU ANNUALS
Darius was the leader of the Galactic Council on Primus, a brilliant scientist and master of arms. It was his recollection of an ancient legend that prompted him and Ilsona to travel back in time to Eternia to find the hero who would save their world from the evil Mutants. Once He-Man had joined the Galactic Guardians, Darius became his closest confidant and battle comrade.

[illegible] GERMAN MOTU AUDIO PLAYS
In the German audio plays, Darius was a Primus weapons master who, after intercepting a radio transmission which claimed that Castle Grayskull was the source of all evil in the universe, set out with Ilsona to destroy it.

[illegible] GERMAN CONDOR MOTU COMICS
Consistent with the German audio plays, the Ehapa comics further established that Darius was originally from the planet Kiryk. On Primus, he was a respected weapons maker, technician, inventor, and leader of the Galactic Defenders.

[illegible] ITALIAN MAGIC BOY MAGAZINE
Darius was the courageous captain of the Starship Eternia in the Magic Boy comics. He and his loyal crew, Ilsona, travelled into the far reaches of time and space to find He-Man. Darius's preferred weapon was a Space Mace, which he wielded with deadly accuracy. Captain Darius nearly killed Skeletor in one adventure when he caused Skeletor's thunderpod to explode with a well-placed hit from the Space Mace. However, the villain, who was burned to just a skeleton, survived the explosion. When He-Man initially thought Skeletor had perished, he remarked: "Brave Captain, You succeeded where I always failed!"

2018 MOTU CLASSICS
In Classics, Darius was a veteran of the Chemical Wars and a technician from Kiryk. He led the Galactic Protectors, becoming Primus's weapons master. He masterminded the Starship Eternia's design and, after Skeletor's defeat, sent Hydron and Ilsona to find the Terror of Power. After his injury in the Battle of Bettis IV, Darius passed command to He-Man and She-Ra.

[illegible]

DARK ONE

SPECIAL ABILITIES
Sorcery

[illegible] FILMATION POP ANIMATED SERIES
Dwelling within the Dark Dimension, the Dark One was a malevolent force of might and mystery. Terrifying, he was both a master of magic and a gamesman. He existed purely in the shadows of his cavernous domain. He was described as being of great size with powerful wings. The Dark One often set trespassers the difficult task of escaping the perils of his dangerous world.

DARKSPY

AFFILIATIONS
Evil Warriors

[illegible] FILMATION [illegible] ANIMATED SERIES
An unknown being existing in another dimension, Darkspy passed Skeletor the Wheel of Infinity through a dimensional gate. He spoke in a deathly voice and was never fully revealed.

DARKDREAM

SPECIAL ABILITIES
Inducing Sleep
Manipulating Dreams
Projecting Beams from Fingertips
[illegible]

[illegible] FILMATION MOTU ANIMATED SERIES
An old enemy of the heroes of Eternia, the cloaked and shadowy Darkdream had been imprisoned in the Crimson Valley by Man-At-Arms. Upon escaping, Darkdream sought vengeance and headed for Castle Grayskull.
Darkdream could overpower anyone's mind to induce sleep, and then control and appear in his victim's dreams. He could fully exist aboveground during total darkness.

DARL

[illegible] UK WORLD MOTU ANNUALS
The headman of the village of [illegible] on Eternia's West Shore, Darl was a tall, sturdy, bearded fisherman; he kept Man-At-Arms's [illegible] to his village a secret from Prince Adam.

DAVID

[illegible] FILMATION MOTU ANIMATED SERIES
The rightful Duke of Alora, David was reverted back to childhood with no memory of who he was by Count Marzo, his uncle. During his time as a child, he befriended Orko, who helped him navigate the strange world around him. Eventually, David regained his memory and adult form. He then assumed his place as Duke of Alora.

TITLES
Duke of Alora

DAVY JONES

[illegible] FILMATION POP ANIMATED SERIES
Davy Jones was a mouse with the ability to speak, an ability he certainly used! Davy Jones's rough persona hid a heart of gold. He lived on a deserted island with his close friend, the Falcon. He also played an important part in reuniting him with his son, Zed Hawk. He bravely faced humans and Horde Troopers; he did not do the same with cats.

DAWG-O-TOR

TITLES
Evil Eternian Pirate
Pilot of the Talon Fighter

AFFILIATIONS
Fighting Foe Men
Evil Horde
Horror Warriors

WEAPONRY
Bladed war club

[illegible] MOTU CLASSICS
Dawg-O-Tor was a member of the Fighting Foe Men—a group of renegade soldiers who built specialized war machines. Together with the Fighting Foe Men, he terrorized the people of Preternia in the wake of the Great Wars and King Grayskull's death. With his winged ship, the Talon Fighter, Dawg-O-Tor helped the Fighting Foe Men conquer the Valley of [illegible] and its surrounding territories. Eventually, Vikor, the He-Man of the North, defeated the renegades by trapping them within an enchanted glacier. Five thousand years later, Hordak freed them to join his army in the Second Ultimate Battleground. Soon thereafter, Dawg-O-Tor and Shield Maiden Sheridyn suffered a betrayal at the hands of the evil [illegible]. This event caused them to reevaluate their ways and the two eventually joined Randor's forces.

[illegible]

DAY-VEE

1986 UK MOTU COMIC MAGAZINE
Day-Vee was an accomplished scientist who discovered the Glove of Gildamesh during an archaeological dig. When the glove was stolen by Mannamal, who left the accompanying spell book behind, Day-Vee was clever enough to create a false spell book in order to prevent Mannamal from using the glove.

DEE

AFFILIATIONS
Bibbets

1985 FILMATION SHE-RA ANIMATED SERIES
Dee was one of two Bibbets who, unlike the rest of their people, wanted to confront the Horde Troopers who had invaded their home. The brave Dee followed the night-sun the way to defeat evil. Dee and Kee were easily captured by Horde Troopers, until they distracted the robots with She-Ra's sword and Bow's composite bow.

DEEN

SPECIAL ABILITIES
Swindling

1986 UK MOTU COMIC MAGAZINE
Deen and his business partner, Coronor, were traders in fine goods. In reality, they were swindlers and sold worthless goods to the Eternians in an attempt to make a living. When they found a bottle that contained the demon called the Bottle Monster, Deen showed himself to be the more conscientious of the two, attempting unsuccessfully to persuade Coronor that it would be a bad idea to sell the bottle to Hordak, no matter how well he might pay them.

DEKKER

TITLES
Mentor, Trusted Advisor

WEAPONRY
Mace

AFFILIATIONS
Eternian Royal Court
Masters of the Universe

SPECIAL ABILITIES
Master of Arms
Strategy
Teaching

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Dekker was a retired, veteran warrior from the Eternian Kingdom, now living in a giant clamshell on the beaches of Orkas Island. Among many others he trained Randor (whom he called "Randy") and Man-At-Arms. He passed down his knowledge of survival, combat, and strategy. He fought with skill and improvisation, using whatever objects at his ready came to hand.

2008 MOTU CLASSICS
A renowned tactician, Dekker was once a mercenary from the Dunes of Doom. He defected to King Miro's side early in the Great Unrest and fought against Count Marzo. Miro recognized Dekker's bravery and skills as a tactician and appointed him Man-At-Arms, leader and trainer of the royal soldiers.

During his tenure, Dekker took on the brilliant young warrior Duncan as his protégé. In his later years, Dekker retired to Orkas Island to live as a fisherman, leaving Duncan to assume the position of Man-At-Arms under King Randor. Even then, Dekker occasionally came out of retirement to aid in the fight against evil.

DELORA

AFFILIATIONS
Bird People
Stratos
Avionians

SPECIAL ABILITIES
Flight

1983 FILMATION MOTU ANIMATED SERIES
A brave and noble member of the Bird People of Avion, Delora was Stratos's sister. She loved her brother so much that she once broke a spell Skeletor had cast over him.

1984 MOTU MINICOMICS
In stark contradiction to the Filmation series, Delora was Stratos's wife, not his sister. She was also a human living on Avion with her husband. She was depicted with black hair, red dress, and matching bracelets. Skeletor once kidnapped her in order to distract Stratos, He-Man, and the Eternian heroes.

1985 LADYBIRD BOOKS
In another radically different portrayal, the Ladybird books depicted Delora as a Bird Woman without the ability to fly. As in the minicomics, she was the wife of Stratos.

DEMO-MAN

TITLE
[illegible]

WEAPONRY
Mace
Sword

[illegible]
[illegible]

SPECIAL ABILITY
[illegible]

[illegible]
[illegible]

MOTU CLASSICS
Demo-Man was the [illegible] spirit of [illegible] Keldor [illegible] Skeletor [illegible] Demo-Man, Skeletor believed he could [illegible] and lead his own people to [illegible].

Many years later, Skeletor fought his final battle with He-Man. Using the combined Power of Grayskull and the magic from the Temple of Power, He-Man split Keldor and Demo-Man into two separate beings. While Keldor died, the newly freed Demo-Man flew away.

[illegible]

Demo-Man was revealed to speak in unintelligible, animalistic sounds and grunts. The demon had light green skin and a long [illegible] beard. He wore primitive clothing and armor. A single [illegible] horn protruded from his head. Demo-Man reappeared many years later among the Unnamed One. Demo-Man and Skeletor [illegible] the [illegible] of Castle Grayskull for the Tablet of Separation. He then fought in the Third Ultimate Battleground, where he reveled in the carnage of battle.

[illegible]

DEMOS

SPECIAL ABILITIES
Sorcery

FILMATION MOTU ANIMATED SERIES
Demos was a powerful sorcerer-king from Eternia's past. He and his witch-queen [illegible] were the last rulers of the City of the Ancients. For many years, Demos's spirit remained within a mask bearing his likeness. It was released when [illegible] found and wore the mask. With great power at his command, Demos [illegible] a fool of Skeletor. His physical form vanished when the Sword of the Ancients merged with He-Man's sword and the power of the [illegible] was destroyed.

DEMOSTHUS THE STORYTELLER

FILMATION MOTU ANIMATED SERIES
Demosthus was an old storyteller who entertained groups of children within the Royal Palace. Usually his stories involved He-Man fighting one of his many foes. It was revealed that he was an old friend of Prince Adam, the one individual that told him of the adventures of He-Man. With this knowledge the storyteller had plenty of material.

DENA

FILMATION POP ANIMATED SERIES
A young and [illegible] girl, Dena was [illegible] friend and had heard [illegible] of the many adventures with the Great Rebellion. Obsessed with stories, Dena would ask to be told one [illegible] upon meeting someone. [illegible] for adventure, she ignored [illegible] advice and followed the Rebels. Dena's actions endangered both herself and the mission.

DEREK (I)

FILMATION MOTU ANIMATED SERIES
The inquisitive Derek and his friend [illegible] enjoyed playing with a [illegible] with [illegible]

DEREK (II)

[illegible] MOTU MAGAZINE
Derek was [illegible] one of a group of [illegible] hired by [illegible] to [illegible] down the [illegible] [illegible]. In time, he [illegible] quitting the job and [illegible] to [illegible] they had destroyed.

DESPARA: SEE ADORA

[illegible]

DIAN

AFFILIATIONS
Royal Guard

MOTU NEWSPAPER STRIPS
Dian was a brave member of the Royal Eternian Palace Guard. Working her way up to the position of Lieutenant and Troop Leader she was stationed at the Far [illegible] outpost. Dian was a [illegible] defender of Eternia, though she had a limited role [illegible] Prince Adam's [illegible].

DITZTROYER

TITLES:
Evil Emissary Pirate

AFFILIATIONS:
Fighting Foe Men
Evil Horde
Evil Warriors

WEAPONRY:
Staff
Blaster rifle

SPECIAL ABILITIES:
Master pilot

2000 MOTU CLASSICS
Ditztroyer was a Gar member of the renegade pirate clan known as the Fighting Foe Men. His clan conquered the Valley of Grud and its surrounding territories after the death of King Grayskull. He and the Fighting Foe Men continued to use their war machines to terrorize Preternia until Vikor challenged them. Ditztroyer piloted a deadly boat-like shaped hovercraft known as the Rotor.

Along with the other Fighting Foe Men, Ditztroyer was trapped in an enchanted glacier by Vikor and remained frozen for five thousand years until Hordak set them free. Ditztroyer and the remaining Fighting Foe Men were recruited into the Horde army at the Second Ultimate Battleground. Shortly after the battle Ditztroyer revealed that he had been secretly aligned with the Evil Warriors and nearly killed Dawg-O-Tor and Draxil Warden Sharella in a chaotic Rotor attack, causing them to reevaluate their own allegiance.

[illegible]

DOROS

AFFILIATIONS:
Ice Dwarves

WEAPONRY:
Bow

SPECIAL ABILITIES:
Extraordinary Intelligence

1984 [illegible]
Doros was the leader of the Ice Dwarves, a race living inside the ice caves of the Mystic Mountains. Claiming that the Ice Dwarves had a superior intellect, Doros was proud and impatient toward those he saw as less intelligent than his people. He was friendly with Man-At-Arms, to whom the Ice Dwarves provided a rare metal. Doros was antagonistic and belittling toward the Masters of the Universe when the heroes encroached on his domain, but willing to help them solve the mystery of the Laughing Bridge to rescue Man-E-Faces. The Ice Dwarf was an excellent marksman with his bow and arrow.

DOUBLE TROUBLE

TITLES:
Glamorous Double Agent
Princess of Green Glade

OTHER NAMES:
Double Mischief
Kodiak Kettle

AFFILIATIONS:
Great Rebellion

WEAPONRY:
Crossbow

SPECIAL ABILITIES:
Alteration of facial features as disguise
Agility

1985 POP FILMATION
Double Trouble was a spy and double agent for the Great Rebellion. She had the ability to transform her facial features, taking on an evil-looking countenance. She-Ra referred to this as Double Trouble's "spy disguise." As such, Double Trouble was a valuable ally to She-Ra and the humans of Etheria.

Double Trouble used her convincing villainous disguise to cultivate an alliance with Catra, who trusted her enough to confide in her. In this way, Double Trouble was able to learn of Catra's evil plans and relayed information back to She-Ra.

In addition to her skills as a double agent, Double Trouble was also an expert tracker and could pick up a trail even in snowy conditions.

1985 GOLDEN POP BOOKS
The Golden Books portrayal of Double Trouble was largely consistent with the minicomics. Here, however, Double Trouble primarily served Queen Angella, though she reported to She-Ra as well.

2014 MOTU CLASSICS
In the Classics canon, Double Trouble's character was reimagined and renamed Double Mischief. Kodiak Kettle of the Elfenan Kingdom of Green Glade was Glimmer's cousin and a master of disguise. Although she was not a talented combatant, she was incredibly agile and dexterous. After many years working as a double agent for the Great Rebellion, she followed She-Ra and the other Rebels to Eternia and fought in the Second Ultimate Battleground.

DR. BLANKFORT

SPECIAL ABILITIES
Intelligence

1985 FILMATION POP ANIMATED SERIES

Dr. Blankfort was an amazingly clever scientist who operated from a cavern filled with sophisticated equipment within the safety of the Whispering Woods. He delivered information vital to the Great Rebellion's struggle against the Evil Horde.

DR. DROME

AFFILIATIONS
Evil Horde

WEAPONRY
Magical rings

SPECIAL ABILITIES
Sorcery

1985 FILMATION POP ANIMATED SERIES

The crafty Dr. Drome and his accomplice, [illegible], traveled throughout Etheria seeking ways to financially profit the Horde. Primarily a vendor of medicines, he also employed sorcery via the rings he wore. Dr. Drome was the brains of the operation, relying on [illegible] for the brawn.

DR. SHEVEEN

SPECIAL ABILITIES
Knowledge about animals and their behavior

1983 FILMATION MOTU ANIMATED SERIES
The distinguished Dr. Sheveen was in charge of Eternia's wildlife sanctuary. He cared very much for the animals sheltered there. On occasion, he embarrassed his son Rikk by speaking of his great pride in Rikk's achievements.

DR. ZOOG

AFFILIATIONS
Trollans

SPECIAL ABILITIES
Ingenious inventor

1985 FILMATION POP ANIMATED SERIES
Dr. Zoog was a crazed Trollan criminal. He escaped from [illegible] Prison in the heart of Trollan Sing-Song Sea. Unlike other Trollans, he did not teleport, but rather flew around in a mechanical sphere. A self-proclaimed hater of all things magical, Dr. Zoog planned to overthrow the ruling Crimson Council with a vast array of machines and gadgets.

DRACA

SPECIAL ABILITIES
Sorcery

1983 FILMATION MOTU ANIMATED SERIES
A loyal servant to Queen [illegible], Draca was a skilled wizard as well as her [illegible]. Deceptive and [illegible], he favored violence above peace. With an impressive array of magical abilities, he shook the foundations of [illegible] City and enhanced Gara's strength during the warrior's fight against He-Man.

DRAGO-MAN

TITLES
Evil Fire Breathing Menace

AFFILIATIONS
Evil Warriors
Free People of Eternia

WEAPONRY
Flaming sword
Fire whip
Shield

SPECIAL ABILITIES
Pyrokinesis
Fire breathing
Flight

2014 MOTU CLASSICS
Drago-Man was a human-dragon hybrid created by [illegible] during the Great Wars. Shunned by [illegible] and the Dragons of Darksmoke, Drago-Man renounced his given Dragomen name and allied himself with the Free People of Eternia until, to his outrage, they made peace with Darksmoke during the truce of the Three Towers. Becoming hateful of humans and dragons, he withdrew from civilization to live in the Caverns of [illegible].

Still vengeful after five thousand years, Drago-Man reemerged from the caverns to join the Evil Warriors when Skeletor promised to enslave dragon kind. A resilient member of the Evil Warriors, Drago-Man fought alongside Skeletor in the Second Ultimate Battleground and, later, alongside the Unnamed One during the Third Ultimate Battleground.

DRAGOON

SPECIAL ABILITIES
Flight
Fire breathing

1983 FILMATION MOTU ANIMATED SERIES
Dragoon was a large, [illegible], dragon-like warrior who was sent by Skeletor to conquer Eternia, and almost succeeded. Aside from his commanding personality, he had a powerful physique and the ability to fly and breathed fire. He showed little mercy to his enemies and clearly enjoyed his work. When He-Man saved his life, Dragoon began to rethink his evil ways.

DRAGSTOR

TITLES
Transforming Evil Warrior Vehicle

OTHER NAMES
[illegible]

AFFILIATIONS
Evil Horde
Monster Warrior

WEAPONRY
Sword
[illegible]
Crossbow

SPECIAL ABILITIES
Engine and track propulsion when in speed mode

1986 MOTU MINICOMICS
Dragstor was a member of the Evil Horde and very likely one of the fastest beings on Etheria. He had a wheel embedded in the center of his body and an engine embedded in his back. When he needed to move quickly, Dragstor fell to the ground and took off in an explosive surge of great speed, riding through the dirt upon his torso wheel.

Dragstor's tale was a tragic one, for he was not always a servant of the Horde. Originally, Dragstor was a mere Etherian peasant. He was kidnapped by Hordak and underwent unspeakable experiments at the hands of the [illegible]. These experiments transformed the peasant into a disfigured living vehicle. Hordak subsequently brainwashed the transformed peasant and turned him into a Hordesman.

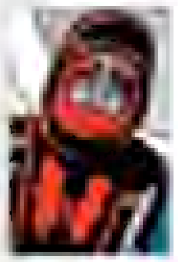
[illegible]

[illegible] UK WORLD MOTU ANNUALS
In contrast to the minicomics, the World annuals provided a somewhat different origin story for Dragstor which influenced his portrayal in the UK comics. Thydon, a peasant citizen on Eternia, was kidnapped by Hordak along with his close friend, Dexxtor. The pair were transformed into the cyborg warriors Dragstor and Extendar, respectively. Unlike

Extendar, Dragstor was tragically unable to break free from Hordak's mind control and served the Horde as one of their most cunning warriors. Dragstor retained no memory of his former friendship with Dexxtor.

[illegible] GERMAN MOTU AUDIO PLAYS
Dragstor's portrayal in the German audio plays was wholly different from that in other media. A skilled swordsman, Dragstor was a formidable warrior said to be undefeated in combat. He even emerged victorious in a fight against He-Man. Serving Skeletor and Hordak, he enjoyed mocking his opponents and was dubbed "the Dragon Warrior" by Orko. Dragstor was one of only a few men who ever returned from the Plain of Eternity, [illegible] second with [illegible] in Snake Mountain.

[illegible] UK MOTU COMIC MAGAZINES
The UK comics established Dragstor's portrayal and origin as later seen in the World annuals. Primarily serving as a scout and capture warrior for the Horde, Dragstor was Hordak's most fiercely loyal henchman and, as a result, received much preferential treatment.



[illegible] ITALIAN MAGIC BOY MAGAZINES
In the Italian Magic Boy magazines, it was shown that Dragstor's electrical system could be short circuited by a blast of water from Snout Spout's trunk.

[illegible] MOTU CLASSICS
Mostly consistent with the portrayal in the World annuals and the UK comic magazines, the Classics canon established that Dragstor fought in the Second Ultimate Battleground for the Horde.

DRAK

1983 FILMATION MOTU ANIMATED SERIES
Drak lived with his grandfather in a village located near the swamps of Snake Mountain. The young boy idolized Skeletor. He was prepared to turn a weakened He-Man over to him in exchange for power and wealth. When Skeletor burned down his village, Drak saw the error of his ways.

DRAKON

TITLES
The Great Drakon

WEAPONRY
Scepter of Infinite Power

SPECIAL ABILITIES
Sorcery

1984 GERMAN MOTU AUDIO PLAY
The Great Drakon created the Tomb of the Black Sun on Eternia to hide the dangerous Scepter of Infinite Power. According to legend, Drakon left the grotto in a cursed disarray and sealed it so no one would ever be able to enter it again.

DRAKOR

SPECIAL ABILITIES
Mining

1986 HE-MAN MOTU COMIC MAGAZINE
Drakor was the leader of a group of miners on Eternia. He presented a special belt buckle made of their metal to Prince Adam. Later, he used his knowledge of metals and magnetism to assist Prince Adam in foiling one of Skeletor's schemes.

DREADATOR

SPECIAL ABILITIES
Superhuman strength
Invisibility
Projecting lasers from eyes

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Dreadator was a gladiator who thought of himself as the most powerful warrior in the galaxy. He had won 842 straight victories on 89 planets when Skeletor and Flogg attempted to recruit him to the Mutant space force. He refused, stating that he worked alone. Instead, Skeletor tricked him into traveling to Primus and challenging He-Man. Though he proved to be a formidable opponent, Dreadator was ultimately defeated by He-Man. Before he left, Dreadator stated that He-Man had earned his respect.

Dreadator could project lasers from his eyes and possessed the power of invisibility. His incredible speed and strength rivaled He-Man's. His ship also had the power of invisibility.

DREE ELLE

AFFILIATIONS
Trollans

SPECIAL ABILITIES
Magic

1985 FILMATION MOTU ANIMATED SERIES
Dree Elle became Orko's girlfriend shortly after he helped save Trolla from the evil Dragoon. Dree Elle was given the privilege of seeing Orko's face when the two of them pledged their love. Although she remained on Trolla, she would travel to Eternia to visit Orko from time to time as their relationship blossomed. Sweet natured, she saw the good in anyone. Although not as powerful as other Trollans, Dree Elle could perform some spells.

1986 MARVEL STAR MOTU COMICS
Dree Elle returned to Eternia but was caught up in an attack on the Royal Palace by the Evil Horde. She was injured and believed to have died. Fortunately, Orko's uncle, Montork, transported Dree Elle back to Trolla and fully healed her.

DREW

SPECIAL ABILITIES
Juggling

1985 FILMATION POP ANIMATED SERIES
A young Urtue performer, Drew entertained the children of Etheria. Though many enjoyed his performances, he feared that his father, Colais, did not appreciate his act and was more focused on Drew's brother Marsh.

DRISSI

AFFILIATIONS
People of Primus

WEAPONRY
Golden herding staff

SPECIAL ABILITIES
Telepathic connection to animals

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Drissi, a young woman from Primus, was responsible for tending the animals in the Primus Oasis and caring for her younger brother, Cas. Their parents were absent for unknown reasons, but they were watched over by Master Sebrian, who lived nearby. Drissi often found herself working to curb Cas's rebellious nature.

Drissi could telepathically communicate with and sense the emotions of animals, which was useful in tending her flock. She occasionally used her power to aid He-Man and the Galactic Guardians.

[illegible]

DRUDE

[illegible] FILMATION [illegible] ANIMATED SERIES
Short and toad-like, Drude was the loyal and nervous servant of the Enchantress. Though she treated him badly, he was always there to do her bidding. He spoke with a low and guttural voice. Drude was quick to change sides when he saw the heroes gaining the upper hand. He eventually saw the Enchantress for what she really was.

DRUNDAGAR

WEAPONRY
Energy blade

[illegible] [illegible] COMICS
Drundagar was the evil robot leader of a band of robotic space pirates. For many years, Drundagar and his pirates were at war with the Voltorians and battled them throughout the galaxy. He transformed an enormous asteroid into a battle fortress and planned to use it to destroy the planet Voltor once and for all. When Princess Kima and Dian attempted to blow up the asteroid with a thermal bomb, Drundagar kidnapped Princess Kima and held her prisoner until He-Man traded the thermal bomb in exchange for her release. Drundagar's plan failed when he stole He-Man's ship and flew off with the bomb onboard. The gravitational pull of Drundagar's battle fortress caused the ship to crash directly into the asteroid and the thermal bomb exploded on impact, presumably destroying the villain. Drundagar had a dark, metallic appearance with a robotic, skull-like face. His weapon of choice was a glowing energy blade.

DRONE SEVEN

AFFILIATIONS
Bee People

SPECIAL ABILITIES
Flight

[illegible] FILMATION POP ANIMATED SERIES
Drone Seven was a senior figure within the colony of peaceful Bee People on Etheria. After thwarting an attack by Skeletor, Drone Seven, along with Queen Bee and the Bee People, allied with the Great Rebellion.

DUB

AFFILIATIONS
Free People of Etheria

[illegible] [illegible] WORLD POP ANNUAL
Dub was the young nephew of the famed wizard Sub and the brother of Rubadub. He lived in the village of Illuminous, located near the Orange Mountains.

DUKAN

AFFILIATIONS
People of Primus

WEAPONRY
Laser pistol
Light lance

SPECIAL ABILITIES
[illegible]

[illegible]

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Dukan was one of Primus's greatest heroes. Long ago, he was placed in cryogenic suspension, until the ship containing his suspension chamber was found by the Galactic Guardians. Upon being revived, Dukan reacquainted himself with Primus and dismissed He-Man as a young whippersnapper not fit to hold his [illegible]. He then took action himself after being bested by Skeletor and the Mutants. Now armed with the technology of the future, Dukan returned to help He-Man and the Galactic Guardians. Afterward, he rode off into the sunset with a new respect for He-Man.

DUKE DREAR

TITLES
Duke of the Shadow Kingdom of Skullpath

AFFILIATION
Evil Horde

SPECIAL ABILITIES
Sorcery

[illegible] EUROPEAN POP ANIMATED SERIES
Ruler of the Shadow Kingdom of Skullpath, Duke Drear was soft spoken and polite with a clear face. Though a powerful wizard, he was easily overpowered in a physical confrontation.

DUKE KOHL

AFFILIATION
Dominions of Moon Potter

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS

Duke Kohl was the cousin of Duncan from the Main Kingdom and functioned as an emissary from Moon Potter. He came to Eternia to request Duncan's help with a terrible problem back on their home moon. Kohl was short, green, and bald.

DUKE TAROC

TITLES
Duke of Lorn

[illegible] UK MOTU MAGAZINES
Duke Taroc was the Duke of Lorn, a region located in the Reaches of Eternia. He was courageous and a good friend to King Randor.

DUKE TIBERON

[illegible] MOTU NEWSPAPER COMICS
As a junior member and prominent member of King Randor's Royal Court, Duke Tiberon was present at all Royal Council meetings. He often advised Randor on matters of policy and was always certain his advice was the best course of action. He was snooty, pretentious, and easily annoyed, particularly by Prince Adam's behavior. Despite his peevish nature, Duke Tiberon was diligent, always making sure the royal documents were properly attended to.

DUNCAN

[illegible]

[illegible] UK WORLD MOTU ANNUALS
Not to be confused with the Man-At-Arms of the same name, Duncan was a kindly Eternian blacksmith from a small village.

DYLAMUG

AFFILIATION
Evil Horde

WEAPONRY
Lasers concealed in top of head

[illegible] FILMATION POP ANIMATED SERIES
Dylamug was the Horde's robotic rogue whose imposing face was positioned on his chest. More than a simple Horde Trooper, he preyed on the weak and innocent, taking delight in the suffering of others. Dylamug could shoot lasers from the top of his head and commanded a large group of Horde Troopers. As fearsome as he was, Dylamug was terrified of Shadow Weaver.

[illegible] MOTU CLASSICS
Dylamug was a diplomat droid from the planet Robotica when Hordak captured and reprogrammed him. Dylamug was once amiable and kind, but Hordak made him tactless and malevolent. His reprogramming made him delight in wicked acts and appetites. Dylamug served as Hordak's emissary to Horde World, where he remained when Hordak left Etheria to conquer Eternia.

DYR

WEAPONRY
Sword

SPECIAL ABILITIES
Swordsmanship

[illegible] GOLDEN MOTU BOOKS
Long ago, the evil warlord Dyr fashioned a mighty weapon called the Sunsword, with which he planned to overthrow the Council of Elders and claim Eternia for his own. His plans were thwarted, and the Sunsword was dismantled into four separate components and hidden across Eternia. During an attempt to obtain the lost pieces of the Sunsword, Skeletor summoned Dyr's spirit to battle He-Man.

EIGHTEEN

1987 FILMATION MOTU [illegible]
Several years in the past, Eighteen and his fellow robots were sent from [illegible] space to seek knowledge for the Sword of Power. Upon returning, he and his companions believed Blaster to be their master.

SPECIAL ABILITIES
Energy Blast
Radar vision

ELSA

1984 FILMATION MOTU ANIMATED SERIES
Elsa appeared to be an exceptionally beautiful Trollan. In reality, she was a robot built by Skeletor to distract Orko and separate him from the other Masters of the Universe. When he accidentally tore her dress, Orko discovered the deception and put a spell to banish Elsa. The spell went wrong and merely miniaturized her. Elsa attached herself to Orko and began biting him, causing Orko to believe her to be a particularly persistent flea.

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Flight

ELDEN

WEAPONRY
Scatter Ray

SPECIAL ABILITIES
[illegible]

1983 FILMATION MOTU ANIMATED SERIES
Elden was a former soldier who had lost the use of his legs during the Clan Wars in the Sands of Time. While he was defending [illegible], an accident with the Scatter Ray triggered a rockslide which killed and buried many of his comrades. He vowed never to use a weapon again and worked to discourage his grandson [illegible] from becoming caught up in the madness of war.

ELDOR

TITLES
Heroic Guardian of the Book of Living Spells

WEAPONRY
Staff
Book of Living Spells

OTHER NAMES
Rhenold the Wise

SPECIAL ABILITIES
Sorcery

AFFILIATIONS
King Grayskull's Masters of the Universe

2008 MOTU CLASSICS
Rhenold the Wise was a great but cantankerous sage and powerful wizard of Preternia. After discovering Ro, an amnesiac young Cosmic Warrior, lying in a smoldering impact crater, Rhenold healed him in a mystic pool that unintentionally caused the Technovirus to spread throughout the planet. A grateful Ro became Rhenold's pupil and took to calling him Eldor.

[illegible]

During their adventures, Eldor and Ro helped the time traveler Dare, owner of the Sword of Power in the future, when he came to Preternia. Together they taught him magic and combat skills so that he could become [illegible]. Although Eldor had little patience with the [illegible], he later expressed pride in Dare's progress before he returned to his own time.

When the [illegible] perished during the Final [illegible] Battleground, a grief-stricken Eldor [illegible] edge of transformation to submerge the Three Towers into Subternia. He prophesized their reemergence when great kings ascended Eternia and the past and future overlapped.

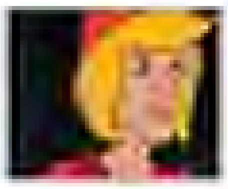
[illegible]

ELF LORD

1983 FILMATION MOTU ANIMATED SERIES
The Elf Lord ruled one of Eternia's many forests and sought peace across the planet. A short man with a high pitched voice, the Elf Lord possessed strong magic closely linked to his forest.

ELI

SPECIAL ABILITIES
Sorcery



1985 FILMATION SHE-RA ANIMATED SERIES
Eli was a young magician who had great potential. He trained under the wizard [illegible] and was sent to Madame Razz to learn more. He arrogantly believed himself to be a greater spell caster than Madame Razz, endearing him to no one.

ELISHA

AFFILIATIONS
Earthlings

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL
Elisha and her brother Miguel were a pair of Earthling children who found their way to Eternia and brought the Christmas spirit with them. During their brief visit off Earth, they found themselves on both Etheria and Eternia as well as in the clutches of Hordak, the Monstroid, and Skeletor. When Elisha and her brother returned to their home on

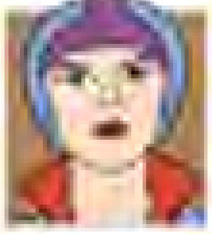
Earth, their parents did not believe their stories about what had happened to them, but the children surprised their parents when they flew with the help of Man-At-Arms' flying hats.

ELMAS

1983 FILMATION MOTU ANIMATED SERIES
Elmas and Abner were farmers [illegible] near Mount Alcon. Elmas was an elderly gentleman with a surprisingly young voice.

ELORA

SPECIAL ABILITIES
[illegible]



1983 FILMATION MOTU ANIMATED SERIES
Elora, [illegible] assistant, was an accomplished [illegible] who aided him in his exploration of the [illegible] Jungle. She was striking, clad in a purple costume and sporting bright blue [illegible].

ELSE

1983 FILMATION POP ANIMATED SERIES
Else and her husband, [illegible], were an elderly couple living in poverty under Horde oppression. When they rebelled, they were taken captive, forcing their daughter, [illegible], to seek out the Great Rebellion.

ELSIE

1983 FILMATION MOTU ANIMATED SERIES
Elsie and her husband, Farmer Petry, along with their daughter Miranda, were subject to the [illegible] unreasonably high taxing of their farm. She was thankful when She-Ra saved their farm.

EMAR

2002 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Emar was the representative of the Protectors from the planet [illegible]. His people had a [illegible] peace at the expense of their own freedom. The Protectors secretly dominated Emar's world. As part of an underground resistance to overthrow their rule, Emar ultimately helped He-Man ousting the Protectors and reclaim his planet.

EMMA

1983 FILMATION MOTU ANIMATED SERIES
A villager from [illegible], Emma was a very [illegible] woman who was quick to jump to conclusions. She was naturally fearful of everything, yet at the same time her personality was rather headstrong. Emma eventually displayed a great deal of affection for Hermes, the man known as the Blaster, even though she had initially been fearful of him.

EMPEROR ARKOS

1986 UK MOTU COMIC MAGAZINE
Emperor Arkos ruled a city on a planet located on the opposite side of the universe from Eternia. He used his scientific skills to construct a ray that displaced the savage monsters from his planet, but he unwittingly transported them to Eternia, where they caused equal destruction. When He-Man and Man-At-Arms investigated, Arkos assisted Man-At-Arms in adjusting the ray to transport the monsters to an uninhabited world instead.

EMPEROR KATHAR

SPECIAL ABILITIES
Leadership

1983 FILMATION MOTU ANIMATED SERIES
Emperor Kathar was the wise ruler of Simbari and father to Princess Kathay. As part of his rule, Emperor Kathar had to appear before the Council of Seasons every year on the first day of spring and request permission to continue as ruler.

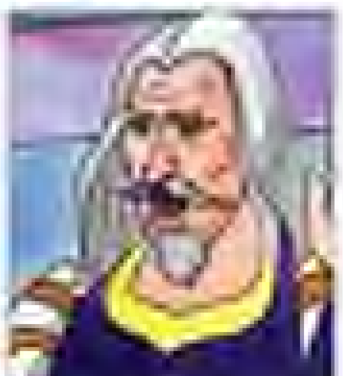
ENCHANTRESS

SPECIAL ABILITIES
Sorcery

1985 FILMATION POP ANIMATED SERIES
An archenemy of King Miro, the Enchantress was a powerful witch who lived at Castle Fear within the murky Swamps of Enchantment. She could perform a wide array of spells and spy on her enemies through her crystal ball. Her costume featured a bird motif. She displayed her cruelty by abusing her servant, Drute, on a regular basis.

ENDOR

SPECIAL ABILITIES
Sorcery



1985 GOLDEN POP BOOKS
Endor had once been Eternia's greatest wizard. He threw himself and his family in order to prevent his wife from succumbing to a terrible illness. The wizard used Frosta's power to maintain that spell. After healing his wife, She-Ra assisted Endor and his family in passing through into the Land of Legends.

CHARACTERS

ENTRAPTA

TITLES
Tricky [illegible]
Fairy of Entanglement

OTHER NAMES
Ez The [illegible]

AFFILIATIONS
Evil Horde
Princesses of Etheria

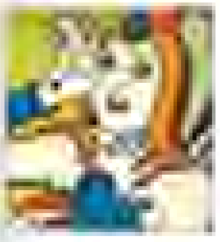
WEAPONRY
Long braided [illegible]

SPECIAL ABILITIES
[illegible]
Master inventor
Golden glow
Golden touch

1985 FILMATION POP ANIMATED SERIES
Cunning and manipulative, Entrapta was a skilled Horde technician who invented a wide range of technology, from maps to highly advanced tanks. She used her very incredibly long braids of hair to attack foes and control her equipment. Possessing a mischievous disposition, she was quick to dismiss Rebel attacks and always assumed her own methods to be superior.

1985 POP MINICOMICS
In addition to entangling victims in her tresses, the POP minicomics gave Entrapta a power referred to as a "golden glow" which fascinated and entranced her enemies, rendering them harmless. This power apparently came from her golden armor, though this was not explicitly stated. The combination of her deadly locks and hypnotic power made Entrapta a dangerous foe indeed.

1986 GERMAN POP AUDIO PLAY
The German audio plays presented Entrapta as the most unpredictable Princess of Etheria. No one was ever entirely sure about side she was on, though both She-Ra and Catra respected the Fairy of Entanglement and allowed her to come and go. From their homes Entrapta would help She-Ra and her friends at times, and Catra and Hordak at others. She also had the power to turn anything she touched into gold.



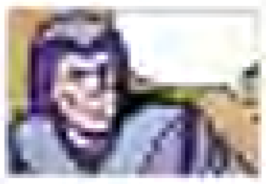
1986 UK POP COMIC MAGAZINES
The UK comics offered a very different portrayal of Entrapta, depicting her as a mysterious and [illegible] figure who dwelled within the Prism of Lights. [illegible], and [illegible], Entrapta was unsure of her allegiances on Etheria. She found it difficult to trust anyone, though she did respect She-Ra and was at times willing to help her, on the condition that She-Ra would owe her a favor in return.

2015 MOTU CLASSICS
Ez The [illegible] was an illegitimate [illegible] of Bright Moon when Catra recruited her into the Horde during their invasion of Etheria. Becoming known as Entrapta, she used her long magical hair to ensnare her enemies. Later, after the Rebels had weakened their grip on Etheria, Entrapta followed Hordak to Eternia and fought alongside the Horde in the Second Ultimate Battleground.

ERIC THE GUARD

AFFILIATIONS
Royal Guard

SPECIAL ABILITIES
[illegible]



1986 MOTU NEWSPAPER STRIPS
Eric the Guard was a loyal and dutiful member of the Eternian Royal Guard. Trustworthy and diligent, he helped keep Eternia and its Royal Palace safe from danger.

[illegible]

ERVAL

1986 UK POP COMIC MAGAZINES
Erval was a small boy who lived with his mother in a cottage within the safety of the Whispering Woods. He was once rescued by Perfuma and Flutterina when the Horde cast a spell over the Whispering Woods.

EVER MEAN

AFFILIATIONS
Skeletor's Evil Warriors

SPECIAL ABILITIES
[illegible]

2015 MOTU CLASSICS
In the aftermath of the Unnamed One's return and the destruction of Castle Grayskull, Ever Mean appeared among the Evil Warriors assembled by Evil-Lyn and Skeletor on the Mountain of Doom. A [illegible] creature, he and his comrades were minions of the Unnamed One during the Third Ultimate Battleground.

EVIL-LYN

TITLES
Evil Warrior Goddess
Mistress of the Realm of [illegible]
Sorceress of [illegible]

OTHER NAMES
Evelyn [illegible] Powers

AFFILIATIONS
Evil Warriors
Monster Warriors
Demons of Evil

WEAPONRY
Wand
Staff
Dagger

SPECIAL ABILITIES
Powerful sorcery
Extensive knowledge of the [illegible]
Telepathy
Shape shifting
Disguises
Manipulation
Leadership

1983 FILMATION MOTU ANIMATED SERIES

Described by Skeletor as his "right hand of evil," Evil-Lyn was both his greatest ally and worst enemy. Unlike her yellow-skinned toy version, Evil-Lyn was depicted as having [illegible] skin. The most talented and intelligent of all the Evil Warriors, Evil-Lyn had magical powers that made her second only to the Lord of Destruction, a fact that immensely frustrated her. She once revealed to [illegible] that she felt no loyalty toward Skeletor; it was his power that she wanted. She proclaimed that one day she would seize Skeletor's power, and all of Eternia would feel her might. She often recruited other Evil Warriors for her own plots and delighted in bossing them around. After such rebellious outbursts, Evil-Lyn would inevitably fall back under Skeletor's protection.

Evil-Lyn was one of the most powerful beings on Eternia. Her magical abilities appeared to be limitless, both with and without her wand. She could fire beams from her hands and eyes, create blinding flashes of light, teleport, disguise herself, give life to inanimate objects, control the minds of others, prevent herself from feeling hunger or thirst, and conjure violent storms, among other things. Her magic was occasionally used to power mysterious relics from Eternia's past, including the Shaping Staff, the Spellstone, and the Dragonwand. She could also increase her own magical abilities by using foreign mystical objects, such as the Cosmic Comet.

[illegible]

[illegible] MOTU MINICOMICS

In the MOTU minicomics, Evil-Lyn had yellow skin to match her toy version. She wielded the powers of darkness with remarkable skill and appeared to be the most intelligent of Skeletor's Evil Warriors. The evil sorceress of Snake Mountain had many magical powers at her disposal and also carried a magical staff topped with a

[illegible]

mystical orb. Unlike a [illegible] though Evil-Lyn referred to its power as "blue crystal magic." Evil-Lyn was quite treacherous and once stated, "I am on no one's side but my own."

[illegible] GOLDEN MOTU BOOKS

Unlike her depictions in other media, the Golden books established Evil-Lyn as originally having been an Earth woman named Evelyn Powers. Evelyn was a scientist on [illegible] space shuttle, which eventually crashed on Eternia's Dark Hemisphere with her, Bill [illegible], and Dr. [illegible] onboard. A great evil magic transformed Evelyn Powers into Evil-Lyn.

Her wand was the source of her powers, permitting her to shape shift to look like anyone else. Further, she could transform into the winged demon Screeech and hurl bolts of sorcery from her black talons. Jealous of Teela, Evil-Lyn desired to rid Eternia of her heroic counterpart.

[illegible] LADYBIRD MOTU BOOKS

In addition to [illegible], Evil-Lyn was well served in Eternian history in her Ladybird books appearances.

[illegible] MOTU KID STUFF RECORDS

Portrayed as a stereotypical witch, Evil-Lyn possessed amazing skills with magic in the Kid Stuff Records stories. These included the ability to transform into the hideous vulture Screeech. In a stark difference from her appearances in other media, Evil-Lyn was given a harsh, bird-like voice and spoke with a cockney accent.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The German Condor comics established Evil-Lyn as the mistress of the Realm of Shadow. Initially at odds with Skeletor, she eventually teamed up with him against He-Man and the Masters of the Universe.

1984 UK WORLD MOTU ANNUALS

Portrayed similarly to other media, Evil-Lyn preferred trickery and deceit over a fair fight. Her wand could display images of the future and produce blinding flashes of light.

1984 BRAZILIAN EDITORA ABRIL MOTU COMICS

Acting in concert with Skeletor, Evil-Lyn once temporarily dematerialized atomic debris, which succeeded in killing He-Man. Fortunately, the Sorceress's magic, combined with Teela's great love, brought He-Man back to life.

1986 MARVEL STAR MOTU COMICS

The Marvel Star comics included an alternate reality version of Eternia, created when Prince Adam's Sword of Power was transported thirty years into the future. During those years without He-Man, Evil-Lyn stood by Skeletor's side as he ruled Eternia from Castle Grayskull. At some point, she began wearing a hooded cape. Evil-Lyn greatly enjoyed her position of power.

1986 UK MOTU COMIC MAGAZINES

Evil-Lyn was presented with a unique origin in the UK comic magazines. She was a young woman in the service of King Randor and Queen Marlena.

She possessed great magical powers and a total hatred for the queen. When she learned of Skeletor breaking through the Mystic Wall, the woman transformed herself into Evil-Lyn. She then joined Skeletor with the desire to destroy the queen upon Skeletor's conquest of Eternia.

Often seen sporting a long red cape, Evil-Lyn believed that the forces of magic were far superior to brute force.

1988 UK POP COMIC MAGAZINES

Portrayed much as she was in most other media, Evil-Lyn did display the unique magical ability to split herself into three individual beings.

1987 MOTU FILM

Unlike other depictions, Evil-Lyn was careful and calculating when using her magic in the 1987 live-action film. Evil-Lyn sported an elaborate costume completely different from any other media depictions. Her demeanor as compared to that of Skeletor was calm and controlled.

Evil-Lyn served as Skeletor's undisputed number one. At times, Evil-Lyn received strong affection from Skeletor, which she accepted. She was ordered to command a force to Earth after she tried to speak up for the commoners. She was told by Skeletor that if she failed, she would share in the Evil Warriors' fate. As soon as she saw the tide of the final battle coming toward the heroes, Evil-Lyn fled with Blade and Beast Man.

1987 GERMAN EHAPA MOTU COMICS

The German Ehapa comics showed Evil-Lyn performing some instances of sorcery she had not used in previous portrayals. Among these were casting a spell on Man-At-Arms to make him fall blindly in love with her and using a wooden doll to plague He-Man with maddening nightmares. She also crafted a homunculus that turned Skeletor into a He-Man doppelgänger.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

While largely following in the footsteps of earlier media, the MYP animated series portrayed Evil-Lyn as a more complex individual, both power hungry and deceitful. Though she plotted to betray Skeletor to both the Snake Men and Hordak, she was also protective of the powers she had gained as his second in command. In a flashback to the day Evil-Lyn met Keldor, a romantic attraction was implied.

She and Beast Man were often depicted as rivals for Skeletor's favor. Despite these traits, she also displayed loyalty to her father, the Faceless One, who hoped she would someday see the error of her ways.

2002 MVCREATIONS MOTU COMICS

Adding to her depiction from the MYP animated series, the MVCreations comics provided some additional backstory for Evil-Lyn. She was taken from her father as a baby in Eternia's ancient past and brought to the future by Keldor. She tried to gain more power over Skeletor with the Shadow Crystal but failed. Her powers were increased thanks to keeping a small shard from it. Later when she came into contact with Despondos's magic and was dying, it was Skeletor who helped save her.

2008 MOTU CLASSICS

Born in the Land of Eternia in Preternia, Evelyn Morgan Powers spent her formative years, which she spent until He-Ro transported her, for her own safety, to the future, at her father's behest. A selfish child who grew tired of the limitation of life in the ruins of her father's city, she left as a teenager. Assuming the name Evil-Lyn, she learned the dark arts from many master magicians across Eternia. She eventually met the young alchemist Prince Keldor, and the two fell in love and secretly married. The couple's marriage was cut short when Evil-Lyn took a mortally wounded Keldor to Hordak in a bid to save his life. Transformed into Skeletor, Keldor no longer had any emotional attachment to Evil-Lyn and spurned her. Embittered, Evil-Lyn began conspiring against him and seeking power for herself. Enlisting the help of the Mighty Spector, she sent her and Keldor's son into the future, much as her father had done to her.

Over the subsequent years, she would attempt to betray and undermine Skeletor. First, she recruited the Snake Men and then Hordak from their respective imprisonments. Disappointed by these failures and fearful of Skeletor's wrath, Evil-Lyn attempted to bolster Skeletor's forces by freezing Ogar and brainwashing Tung Lashor. Her plans eventually backfired.

During the Second Ultimate Battleground, she fought first for the Horde and later alongside Skeletor once more. Evil-

The new Sorceress stripped Evil-Lyn of her powers, which forced her to use the Cosmic Key and the power of the Central Tower to follow her son into the future. Many years later, on the Eternian moons of Ohnom, she plotted in secret with her son Skeletor, to summon an intergalactic army and conquer the universe, even as they revived the Unnamed One to fight against King He-Man.

However, she convinced Teela to restore her powers and assisted in preventing the Unnamed One from reversing the Spell of Separation. After the Unnamed One's death, Evil-Lyn stood with her son and continued to fight against He-Man's son, He-Ro II.

2012 DC MOTU COMICS

The 2012 DC comics portrayed Evil-Lyn as a seductive and brilliant witch. She was not above using physical pleasures to manipulate her victims. She served on whichever side benefited her the most. Patient and capable of pulling off elaborate schemes, she succeeded in making her way to the Forge of Grayskull, which was under the control of Hordak at the time, and managed to transform herself into the new Sorceress of Grayskull. In this form, attired in a new hooded outfit with a billowing cape, she "battled" Teela in her Sorceress form. She also took Skeletor's dead body back to Anwat Gar and resurrected him in the blood pool of his mother, Sanja the Witch.

DISGUISES

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

EVILSEED

TITLES

Evil Master of Plants

OTHER NAMES | **WEAPONS**

[illegible]

AFFILIATIONS | **SPECIAL ABILITIES**

Council of Evil

[illegible]

[illegible]

[illegible]

Evilseed was the archnemesis of Moss Man [illegible]

[illegible]

EXTENDAR

TITLES | **WEAPONS**

[illegible]

OTHER NAMES | **SPECIAL ABILITIES**

[illegible]

AFFILIATIONS

[illegible]

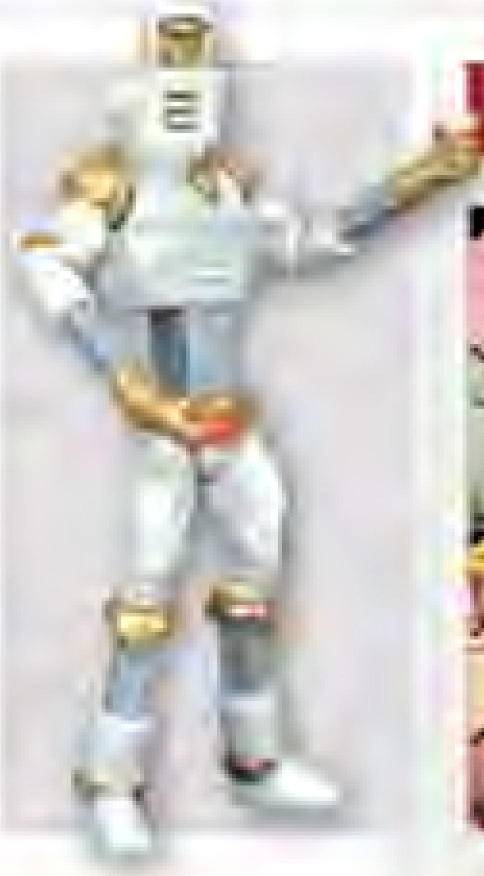
[illegible]

[illegible]

[illegible]

him to scale high walls with ease and transport himself across rough surfaces.

2008 MOTU CLASSICS
The Classics canon updated the UK comic's origin, adding some details of its own. Dayden, a famous Etherian athlete, became the cyborg warrior Extendar when Hordak manipulated him into entering his Experimentation Matrix. He escaped before Hordak's mind control could take effect but regretted being unable to stop his best friend Thay-dan from becoming Dragstor. Extendar would later join She-Ra and other members of the Great Rebellion on their mission to Eternia to fight the Horde alongside the Renegade Masters of the Universe. He participated in the Second Ultimate Battleground.



EYEBEAM

AFFILIATION
Defenders of Trolla

WEAPONS
Spear

2009 MOTU CLASSICS
Eyebeam, alongside others, defended the Temple of Power when He-Man and Skeletor accidentally teleported to Trolla. He welcomed He-Man as an ally and fought to prevent Skeletor from using the Revenge Sword to gain access to the temple.

FACELESS ONE

TITLES
Ancient Lord of Zalesia

OTHER NAMES
King Nikolas Powers

AFFILIATIONS
Council of Wisdom
Masters of the Universe
Council of Elders

WEAPONS
Havoc Staff
Ram Stone

SPECIAL ABILITIES
Magic

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Faceless One was a wizard bound by unknown forces as a prisoner inside the Temple of the Ram Stone, located in the ruins of Zalesia in the Sands of Fire. He guarded the Ram Stone, a powerful artifact that could pierce any nonmagic or mystical barrier. The Faceless One was the father of Evil-Lyn, who used their family bond to ambush him and steal the Ram Stone for Skeletor. Although the Faceless One disapproved of Evil-Lyn's choices, he hoped for her redemption. The Faceless One appeared to know many secrets; he knew to contact Prince Adam so that He-Man could save Evil-Lyn from Skeletor's wrath after she had betrayed him one too many times.

2009 MVCREATIONS MOTU COMICS
In the comics by MVCreations, the Faceless One was again Evil-Lyn's father, trying to save his daughter from the lethal consequences of her villainous actions. The comics revealed a more extensive backstory for the Faceless One, who was the Lord of Zalesia and a member of the Council of Wisdom in Eternia's ancient past and the original bearer of the Havoc Staff. He had fallen in love and sired Evil-Lyn, an act forbidden to members of the Council. As a result, King Hiss was able to kidnap the infant Evil-Lyn and force her father to help him bring the snake god Serpos to life. Despite his attempts to thwart Hiss, Serpos destroyed the city and the Council of Wisdom punished him by transforming him into the Faceless One. He gave the Havoc Staff to a mysterious stranger resembling a young Keldor so that he would take Evil-Lyn to safety. Even though he was willing to make dangerous bargains to help his wayward daughter, the Faceless One later helped He-Man defeat Skeletor and also resurrected Serpos by enchanting his sword.

2010 MOTU CLASSICS
In Classics, the Faceless One's original name was given as Nikolas Powers, a member of King Grayskull's Council of Elders. While his origin was similar to the one in the MVCreations comics, the Faceless One arranged for his daughter's travel to the future with the help of the Ru and the power of the Spiral Tower. Immortal, the Faceless One received her five thousand years in the future and raised her in the ruins of Zalesia until, in a fit of teenage rebellion, she ran away in search of power. Unable to leave the ruins, the Faceless One waited for her return until a young alchemist named Keldor came to the ruins to steal the Havoc Staff for his master Hordak. In their struggle, the Faceless One had a vision of Keldor's future as the father of Evil-Lyn's unborn son Skeletor. Believing that "the guardian bloodline" must continue, the Faceless One allowed Keldor to take the Havoc Staff as long as he never returned to the ruins of Zalesia.

FACET

AFFILIATION
Rock People

SPECIAL ABILITIES
Transformation into comet to travel through space

1985 FILMATION SHE-RA ANIMATED SERIES
A child of the Rock People, Facet joined shortly after Granite, Boldor and Stonedar. They made the kingdom of Spikeland their home. Like her fellow Rock People, she could transform herself into a comet and travel through space. Though she possessed incredible strength, she chose never to engage in physical violence.

FAKER

TITLES
Evil Robot of Skeletor
Evil Robotic He-Man Impersonator

WEAPONRY
Orange Sword of Power
Orange axe
Orange shield

AFFILIATIONS
Evil Warriors
[illegible]

SPECIAL ABILITIES
Superhuman strength
Impersonation of He-Man

1983 FILMATION MOTU ANIMATED SERIES
Magically created by Skeletor to fool the Sorceress, Faker was an evil replica of He-Man, only distinguishable by his glowing eyes and a voice with little inflection. After a brief battle with the real He-Man, Faker fell down the bottomless gorge surrounding Grayskull.

1983 MOTU MINICOMICS
The MOTU minicomics, along with the action figures they accompanied, depicted Faker with a radically different appearance from the Filmation animated series. Though he possessed He-Man's physique, the robotic Faker had blue skin and wore an orange version of Skeletor's armor. Despite these differences, Skeletor was still able to use Faker to confuse his enemies.

Faker's less robotic appearance [illegible] that he was a longtime member of Skeletor's Evil Warriors. Faker was summoned to help Skeletor prevent King Randor from passing the evil between dimensions, but was defeated by the combined efforts of King Randor and the Sorceress when King Randor's spear flew straight into the android's chest.

[illegible]

1984 UK WORLD MOTU ANNUALS

Compensating for Faker's blue-skinned toy appearance, Skeletor could temporarily make Faker into an exact physical copy of He-Man in the World annuals. For a time, Faker was held at Prison Star. He was notorious throughout the cosmos as a mass murderer.

1984 GERMAN MOTU AUDIO PLAYS
In the German audio plays, Faker was an android constructed by Skeletor, telepathically controlled by Trap Jaw from a remote location. Enormously strong, Faker nearly defeated He-Man in combat. He was ultimately destroyed when He-Man [illegible].

1986 UK MOTU COMIC MAGAZINES
In contrast to most other depictions, the UK comics gave Faker a more individualized personality. A magical creation rather than a robot, he was created by Skeletor to sully He-Man's name. Faker developed an intense rage and hatred toward the hero after He-Man defeated him in their first battle. He wished to conquer He-Man's power and even challenge Skeletor. Although blue skinned in his natural form, he could temporarily assume He-Man's exact appearance before the spell wore off, and on one occasion, he was confusingly depicted wearing clothes like Prince Adam when in his natural form.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

[illegible]

2008 MOTU CLASSICS
The Classics provided a different backstory for Faker, based on his intended origin for the MYP series. Originally built by Man-At-Arms as a double for He-Man when the latter was forced to assume his Prince Adam form, Faker was damaged in his first battle and abandoned. Trap Jaw salvaged the robot from the royal junkyard, reprogrammed it, and gave it blue skin upon Skeletor's orders. Faker was able to trick the inhabitants of Eternia into believing that He-Man was secretly a blue-skinned Gar. Not only did Faker breed distrust for He-Man among the Eternians, he also allowed Skeletor to frame He-Man for King Randor's apparent murder after Skeletor secretly banished the King to Despondos. Faker's deception allowed Skeletor to conquer Eternia, drive the Masters of the Universe underground, and disband the Royal Guard—an act that helped weaken Eternia before the Horde returned. Faker participated in the Second Ultimate Battleground, in a battle with He-Man over Skeletor's

Invisible Ray, some of He-Man's essence transformed into Faker, making him self-aware and almost as strong as He-Man. Faker struggled to comprehend the goodness generating within him, even briefly protecting He-Man's son, Dare. However, after seemingly sacrificing himself to save Dare from Hssssss, Faker's original program reasserted itself, rejecting He-Man's goodness. Faker was later banished to Anti-Eternia, where he reluctantly served Anti-He-Man as a double agent, posing as ally to the heroic Rebels.

FALCON

SPECIAL ABILITIES
Hand-to-hand combat

1985 FILMATION FOR ANIMATED SERIES
The Falcon was a legendary figure in Eternia's history and the father of Sea Hawk. In his day, the Falcon was a patron of the poverty-stricken Eternians. He set a precedent for Sea Hawk by plundering the Horde's galleons and giving the proceeds to those worse off than he; as a result, he was poorer than everyone. He disappeared when Sea Hawk was just an infant. His whereabouts unknown, he reappeared as an aged man who was very sick. The only thing keeping him alive was the enchanted air in a deserted island grotto. Thus, he could not leave the island and join the people in the continued fight against the evils of the Horde. After he and Sea Hawk were reunited on the island, Falcon gave him his magical treasures: Seven League Boots, an Iquard Ring, and a Poison Cutlass.

FALSE FACE

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Physical transformation to take on anyone's appearance

1985 FILMATION FOR ANIMATED SERIES
False Face was a rebellious, unintelligent criminal and member of the Evil Horde. His "disguise magic" enabled him to shape his appearance into the form of any person of his choice. Although he was able to physically impersonate others, his voice would remain unchanged.

FANG MAN

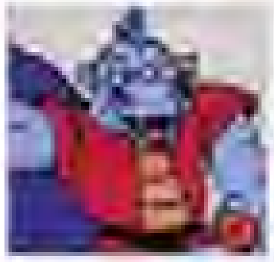
TITLES
Evil Fanged Minion of Skeletor

OTHER NAMES
Scubo Igno

AFFILIATIONS
Evil Warriors

WEAPONS
Reptile sword
Electro-spear

SPECIAL ABILITIES
Control over fire-breathing animals
Piercing tongue



1985 FILMATION HE-MAN ANIMATED SERIES
Fang Man accompanied his master Skeletor to Eternia's past. Blue-skinned and muscle-bound, Fang Man had a protruding mouth and flowing tongue. He wore somewhat regal attire. He could also control Dragosaurs, riding them into battle.

2016 MOTU CLASSICS
Originally Scubo Igno from the Valley of Dragons, Fang Man evolved from the Dragosaurs, an ancient Preternian species. He discovered he had the rare ability to control fire-breathing dragons, something even the Beast Men could never do. He joined Skeletor's warriors and was sent back in time with the Wheel of Infinity to prevent the construction of Castle Grayskull. After their defeat, Skeletor abandoned Fang Man in the past with his ancestors on Dragosaurus Isle.

FANG-OR

AFFILIATIONS
Snake Men

WEAPONS
Curved blade

SPECIAL ABILITIES
Extendable fangs
Skilled marksman

2016 MOTU CLASSICS
A vicious Snake Man who could regrow his massive fangs after launching them like knives, Fang-Or became fascinated with technology in an early battle with the Horde. He later assisted Snake Man-At-Arms and learned to build weaponry and vehicles. Accessing the technology of the Cosmic Key, Fang-Or and several Snake Men survived the Second Unknown Battleground by journeying to Trolla, where they became Lang Gitter's vassals. Fang-Or mobilized Slithor's Snake Lair and, after years adrift, the Lair and its occupants arrived on Eternia.

FARIN

1983 FILMATION MOTU ANIMATED SERIES

Farin was the teenage boyfriend of Karil, a young woman in awe of He-Man. Foolishly jealous, Farin devised an ingenious plan to trick Karil into believing that he and He-Man were one and the same. Although he succeeded in convincing her of this, his trick had dangerous repercussions—Modulok captured Farin, believing him to be the secret identity of He-Man. Modulok persisted in believing Farin to be He-Man even after Farin tried to explain he had been bluffing. Farin's bravado and confidence evaporated as a result of his capture, and he eventually had to be rescued by the real He-Man, having learned the hard way that it was unwise to lie in order to impress his girlfriend.

FARMER ELIAS

1983 FILMATION MOTU ANIMATED SERIES

A villager from [illegible], Farmer Elias was a rotund gentleman who seemed to be somewhat slow but was quick to jump to conclusions. He spoke in a protracted way and sported an Amish-style beard.

FARMER KARLIS

1985 FILMATION SHE-RA ANIMATED SERIES

Farmer Karlis was a [illegible] man who supplied food to the Great Rebellion, well aware that he ran the risk of the Horde's wrath. He spoke bravely of standing up to the Horde but fled in panic at the sight of several Horde troopers.

FARMER PETRO

1985 FILMATION SHE-RA ANIMATED SERIES

Farmer Petro, his wife [illegible], and their daughter [illegible] were subject to the Horde's unreasonable taking of their farm. Petro stood up to the Horde, who were aware of the aid he provided to the Great Rebellion.

FAULTMASTER

OTHER NAMES
Dr. Mindow

WEAPONRY
Earthquake-inducing technology

SPECIAL ABILITIES
Causing devastating earthquakes

1983 MOTU ANIMATED SERIES

A madman, the Faultmaster was once an Eternian scientist named Dr. Mindow, whose seismic theories were ridiculed by the Eternian Science Academy. He subsequently dubbed himself "the Faultmaster" and proceeded to unleash a series of devastating earthquakes on Eternia, causing serious damage to the [illegible] village of [illegible] in particular. His goal was to bring peace to Eternia, presumably via its destruction.

The Faultmaster wore a domino mask and cape, and the lines of a seismograph readout were emblazoned across his chest. Though his techniques may have seemed magical, evidence strongly suggested that the Faultmaster used advanced technology to cause the earthquakes.

FEARLESS PHOTOG

TITLES
Heroic Master of Cameras

OTHER NAMES
Jay

AFFILIATIONS
Masters of the Universe

SPECIAL ABILITIES
Could record and display the enemies' [illegible]

2013 MOTU CLASSICS

Jay, a young apprentice to [illegible], dreamed of becoming a Master of the Universe. The Science Council of Eternia selected him to present the invention, the Photog Emulator. Due to a miscalculation during the presentation, a [illegible] merged him with the device. After his recovery, Jay discovered he could steal the powers of his enemies and display their defeat on his chest. Renaming himself the Fearless Photog, he joined his idols, the Masters of the Universe, and put his new powers to good use in the fight against evil. During the Second Ultimate Battleground he defeated several warriors, including [illegible] and [illegible].

[illegible]

FELCA

AFFILIATIONS
Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Felca was Slush Head's fiancée and later his wife. Like her husband, Felca was a native of the Quagmire Swamps on Denebria. Though she could be demanding, she genuinely cared for Slush Head, and the couple were very much in love.

FELCRON

OCCUPATION
Terrorist

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Felcron was a criminal from Gorn City. Thanks to Kasey's intervention, he was arrested by Flipshot and imprisoned in the Gorn City jail.

FENTI

SPECIAL ABILITIES
Wrestling

1986 UK WORLD BOOK ANNUALS
Fenti was a resident of the village of Blarg. He wrestled wild pike and had a reputation for being able to fix or mend anything.

FERIL

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Feril was the daughter of Buck West Star and helped him run their intergalactic rodeo show. When the show came to Primus, Feril struck up a friendship with Caz.

FINIAN O'POOLE

SPECIAL ABILITIES
Magic
Ability to grant wishes

1986 UK POP COMIC MAGAZINES
Finian O'Poole was one of the Mound People who lived in Etheria's Valley of the Lost. He was an old friend of Madame Razz, though he hadn't seen her in over four hundred years.

TERROS

AFFILIATIONS
Evil Horde

OCCUPATION
Spy Pilot

1985 FILMATION MOVIE ANIMATED SERIES
Terros was one of three warriors sent by the Evil Horde during their initial invasion of Etheria, alongside Bachary and Pricia. Terros confronted the village where Tasla Na lived before she became the Sorceress. With a cut like Tash and dressed in the uniform of the Evil Horde, Terros was well spoken and led the invading army.

FINN

SPECIAL ABILITIES
Can recall history

1985 GOLDEN ADV BOOKS
Finn was an elderly fisherman living at the shore in a house made from an overturned boat. He directed She-Ra to Summer Isle.

FISTO

TITLES
Heroic Master of Hand-to-Hand Combat
The Reliable One with an Iron Fist

OTHER NAMES
Malcolm
Battle Fist

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Heroic Defenders

WEAPONRY
Oversized fist
Longsword
Broadsword

SPECIAL ABILITIES
Powerful right hand
Super strength
(without enhancements)

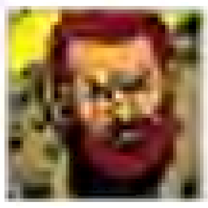
[illegible] FILMATION MOTU ANIMATED SERIES

In the Filmation series, Fisto was introduced as a minion of Skeletor, allied with an oversized spider named Arachna. His base of operations was a dense forest. After his life was saved by Rayna, a local villager, Fisto joined the heroes and was pardoned by Randor. Henceforth, he was honored and humbled to be included among them. He continued to live in the forest but made trips to visit his friends at the Royal Palace. His strength, much of which was derived from his mighty fist, was touted as being on par with He-Man's.

[illegible] MOTU MINICOMICS

The minicomics portrayed Fisto as a rugged fighter who wielded a large metal fist on his right arm and rode the mechanical horse Stridor. Known as the "Master of Hand-to-Hand Combat" and depicted as a hearty sort, Fisto could be heard bellowing, "Hah Hah!" at the conclusion of an adventure.

Fisto was once captured and forced to battle in the Circle of Doom. He defeated both Clawful and Jitsu in combat. He was exhausted by the time he faced Whiplash and nearly perished under the weight of the evil reptile. He survived thanks to the intervention of He-Man and Stridor.



[illegible] GOLDEN MOTU BOOKS

With characteristics similar to both his Filmation and minicomic portrayals, Fisto was depicted in the Golden Books with a hot temper, resulting in both positive and negative consequences. Jitsu was established as his archenemy.

[illegible] UK WORLD MOTU ANNUALS

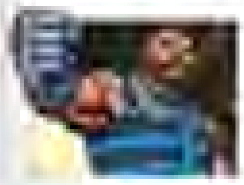
Drawing mostly from other portrayals, Fisto was characterized as an overly unconventional member of the Masters of the Universe. Preferring informality, he did not fit in well with his fellow Masters. He could bellow pressure in the ground in addition to the more usual uses for his strength. His superhuman abilities were drawn from his metallic fist.

[illegible] GERMAN INTERPART-CONDOR MOTU COMICS

The German Condor comics portrayed Fisto as impetuous, typically acting before thinking. He was known as the "Reliable One" and fought alongside He-Man against numerous threats, such as the Orc Riders and Beast Hordak.

[illegible] UK MOTU COMIC MAGAZINES

Portrayed as an elegant nobleman and one of He-Man's most powerful allies, Fisto often undertook with He-Man highly dangerous missions. Their combined strength made the pair nearly unstoppable. A true hero, Fisto was prepared to sacrifice himself to protect Eternia when Hordak attacked Castle Grayskull.



[illegible] GERMAN EHAPA MOTU COMICS

Known as the "Reliable One with an Iron Fist," Fisto defeated Jitsu in the Tournament of the Brave in the German Ehapa comics.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In a departure from other media, Fisto was portrayed as a short-tempered but well-meaning strongman, with a disproportionate shoulder as big as his right hand! A veteran of the Great Unrest, he suffered memory loss from an injury sustained in combat and couldn't recall what kept him from rejoining his brother Man-At-Arms on the frontlines. His apparent desertion caused Duncan to hold a grudge against him for many years until battle brought them back together.

While assisting Man-At-Arms and the other Masters, Fisto crushed the power of his hand. His brother then replaced Fisto's fist with a larger mechanical one. Using the new fist, Fisto fought alongside the other Masters of the Universe.

[illegible] MVCREATIONS MOTU COMICS

Building on his depiction in the MYP animated series, Fisto was also shown to be somewhat clumsy in the MVCreations comics.

[illegible] MOTU CLASSICS

Blending earlier canon and adding new details, the Classics offered a new, fully realized backstory for Fisto. Malcom, Duncan's older brother, served

King Miro at the start of the Great Unrest until he was ambushed and struck with amnesia. Thought dead, he wandered the wilderness until he came to a thriving settlement in the Mystic Mountains. Many years later his brother, now the Man-At-Arms, discovered him during a Snake Men attack. Despite being ashamed of his failures, Malcolm helped save the Masters from the Snake Men and shattered his hand in doing so. His brother then built a new robotic arm for him to wield as Fisto.

In the Battle for Green [illegible] Fisto wounded a [illegible] who became his archnemesis, [illegible]. Fisto fought in the Second Ultimate [illegible] alongside the other Masters.

2012 DC MOTU COMICS

The 2012 DC comics depicted Fisto as fiercely loyal to Randor and all he stood for. While an accomplished hand-to-hand fighter, Fisto [illegible] he avoided conflict when possible. He fought in the Eternity War with He-Man.

[illegible]

FLARION

1986 BRAZILIAN EDITORA ABRIL POP COMICS

Flarion was a brave Rebel leader who spearheaded a conspiracy against the Horde. He resided in the village of Northland and was injured when Mantenna and a squad of Horde Troopers uncovered his plot. Flarion had long hair and a beard and wore a blue tunic and silver belt.

FLIPSHOT

TITLES
Daring Space Ace
Prince of Time

OTHER NAMES
[illegible]
Lieutenant Flipshot
TC Icarius Kad

WEAPONS
[illegible]
Missile launcher

SPECIAL ABILITIES
Flight
Agility
Enhanced [illegible]

AFFILIATIONS
Galactic Guardians
Galactic Protectors
Galactic [illegible]
People of Primus
[illegible]

1986 UK WORLD & MOTU ANNUALS

A daring pilot from the Primus Cloud City of Zenel, Icarius was summoned to the Galactic City to pilot the Starship Eternia on its historic journey back in time. In addition to his jetpack, he possessed a missile launcher, though it was his agility that served him best in battle, especially his backflip maneuver.

1986 GERMAN MOTU AUDIO PLAYS

Icarius was the flying master of [illegible] on Primus. After intercepting a radio signal which claimed Castle Grayskull was responsible for all war in the universe, he accompanied Darius and piloted the starship through time and space. He and Darius planned to destroy Grayskull, believing it to be the source of all evil. They learned it was a ruse instigated by [illegible] to bring Skeletor into the Three Star System. Icarius then joined forces with He-Man.

1987 GERMAN [illegible] MOTU COMICS

Icarius was a [illegible] from planet [illegible]. As the son of King [illegible], he would one day rule [illegible] from the crystal throne. In addition to his usual abilities, he could breathe at high altitudes without difficulty. Impetuous and impatient, he frequently went against orders and endangered himself or others. His headstrong nature often led to his success.

1989 US MAN MINICOMICS

In the minicomics, the future hero known as Lieutenant Flipshot hailed from the planet Primus. He was a daring pilot and space ace who was most often seen flying the Starship Eternia and the [illegible]. Flipshot, along with Hydron, were the two heroes who went back in time and into the far reaches of the galaxy to find He-Man and bring him to the future in order to save their planet.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Flipshot was a lieutenant serving in the Primus military and a prominent member of the Galactic Guardians. Alongside Captain Hydron, Flipshot was chosen by Master Sebrian to take the time vessel to the distant past and find the power of the sword and the way of the magic. When He-Man assumed control of the Galactic Guardians, Flipshot served as his lieutenant.

Flipshot was very cocky, often boasting about his abilities, but this was frequently portrayed as an act. He often panicked more than he let on. He was one of Primus's greatest heroes and one of He-Man's truest friends.

Armed with a wrist-mounted missile launcher, Flipshot later received a weapons upgrade by the Blacksmith of [illegible], who fitted him with a new and improved missile launcher.

[illegible]

2008 MOTU CLASSICS

The Classics canon provided a different and expanded account of Icarius's life. TC Icarius Kad left his home on Primus's cloud city of Zenel after his eighteenth birthday to join the Galactic Protectors. An ace pilot, he earned the nickname Flipshot thanks to his skill of flipping into battle with his jetpack. Lieutenant Flipshot went with Captain Hydron on a quest to find the legendary Twins of Power. They recruited He-Man, She-Ra, and several of the Masters of the Universe to follow them back to the Tri-Star System and fight the Space Mutants.

After He-Man and She-Ra called a temporary truce with Skeletor, Icarius piloted them aboard the Galactic Protectors' flagship, the Starship Eternia, into the Horde Empire so that they could defeat Horde Prime. Although He-Man returned, She-Ra went missing and Icarius accompanied He-Man on a decade-long search to find her. When He-Man's father King Randor passed away, Icarius brought He-Man back to Eternia to take his place as king.

FLOGG

FLUTTERINA

TITLES
Beautiful "Flying" [illegible]

OTHER NAMES
Small One
[illegible]

AFFILIATIONS
Great Rebellion

WEAPONRY
Sword

SPECIAL ABILITY
Flight
Transformation into butterfly
Telepathic communication with butterflies

1985 FILMATION POP ANIMATED SERIES

A young girl from Sand Valley, Small One was enslaved by Baron Condors. When she helped She-Ra escape from Condors, she was knocked unconscious. She-Ra took her to the Crystal Castle, where Light Hope wrapped her in a magical cocoon. She emerged transformed into the beautiful, fairy-like Flutterina. She gained the abilities to fly and change into a tiny butterfly, which let her travel unnoticed. Flutterina became a friend and ally to the Great Rebellion. She could communicate with butterflies telepathically and called them to her aid in battles against the Horde. Flutterina was innocent and pure, and a faithful and honest member of the Great Rebellion.

1985 POP MINICOMICS

In the POP minicomics, Flutterina was primarily portrayed as a scout. She could fly at great heights and report signs of danger back to her fellow allies at the Crystal Castle.

1986 GERMAN POP AUDIO PLAYS

In the German audio plays Flutterina resided in the Tree of Living Dimensions. She enjoyed being watched dancing in the skies like a butterfly and believed herself the most beautiful of the Princesses of Etheria, leading to some tension between her and Sweet Bee. Like all of the princesses, she was in love with Bow and was one of the few who openly flirted with him. Though often flippant, she was always ready to help She-Ra when needed.

1986 UK POP COMIC MAGAZINES

The UK comics emphasized Flutterina's vanity; she often spent a great deal of time tending to her wings and appearance in general so that others could admire her beauty. She and Perfuma frequently fell apart, but when they needed to work together, the pair cooperated like the best of friends.

[illegible] MOTU CLASSICS

The Classics canon provided a unique backstory for Flutterina. [illegible] she was a member of the Beautify Council when the Horde invaded Etheria. The council had given her a pair of fairy wings, enabling her to fly silently through the skies. She joined the Great Rebellion performing reconnaissance and later followed them to Eternia to participate in the Second and Third Ultimate Battlegrounds. There, she met and fell in love with Clamp Champ, opting to stay on Eternia with him.

2012 DC MOTU COMICS

Flutterina appeared only briefly in the 2012 DC comics. She was attacked and killed by Despara.

FOOSABELLA

TITLES
Muckess

AFFILIATIONS
Trollans

[illegible] FILMATION HE-MAN ANIMATED SERIES
Married to Bim, the High Muck Muck, *Foosabella* held the title of the Muckess, responsible for making the important decisions on Trolla. When serious matters needed to be dealt with, she sent her husband, who was merely a figurehead, away to play with [illegible] toys. The [illegible] Muckess was respected by her fellow Trollans.

FORK LIFT

AFFILIATIONS
Masters of the Universe

WEAPONRY
Forearm-mounted blade extensions

[illegible] MOTU CLASSICS
Fork Lift was among the new Masters of the Universe introduced by King He-Man. He wore blue and yellow cybernetic armor and had long, blade-like extensions on his arms that were used as weapons in battle. When the evil Despara arrived on Eternia with a mindless Skeletor and an army of Skeletons, Fork Lift joined the Masters and King He-Man in the defense of Castle Grayskull. Later, he fought against the Unnamed One and his army in the Final Ultimate Battleground.

FRIT

[illegible] FILMATION SHE-RA ANIMATED SERIES
Frit was an elderly nomad who traveled across all Etheria with his flying tools. True Blue, Mel and Madame Razz had dated long before the Horde's arrival, but they separated when Razz chose to join the fight for freedom. Good and generous, he shared stories of his adventures with the people of Etheria.

FROD

SPECIAL ABILITIES
Athleticism

[illegible] FILMATION HE-MAN ANIMATED SERIES
Frod took part in the Rebels Run competition hosted by Castle Blackmore. He was caveman-like in appearance and wore an animal hide.

FROG MAN

AFFILIATIONS
Space Pirates

[illegible] FILMATION HE-MAN ANIMATED SERIES
Frog Man was one of Sticky Fingers' Space Pirate crew. A short humanoid frog, he sported an eye patch and had very little to say. Apparently he was more trusted than the others, as he was charged with leading a group of his comrades.

FROSTA

TITLES
Ice Empress of Etheria
Queen of the Kingdom of the Snows

OTHER NAMES
Queen [illegible]

AFFILIATIONS
Great Rebellion
Princesses of Etheria

WEAPONS
Ice Wand
Ice Blade
Wind Wheel

SPECIAL ABILITIES
Freezing; altering temperatures

[illegible] FILMATION POP ANIMATED SERIES

Frosta ruled the Kingdom of Snows, an area of Etheria not under the Horde's control. From within her stronghold of Castle Chill, she watched over her kingdom and people. She brought about peace between her people and the Snilbers after many years of distrust. She was a powerful ally and friend to She-Ra.

Frosta could create extreme temperatures within any climate, all but instantly freezing objects, projecting blasts of ice, and traversing distances by creating an ice bridge.

Although a strong-willed leader, when Frosta met He-Man, unseen elements of her personality came to the forefront. Fawning over the most powerful man in the universe, she became jealous of any other female who interacted with him.

[illegible] POP MINICOMICS

In the POP minicomics, Frosta was an ice empress, residing in Etheria's snowy northern region. She possessed a wide cape as well as a powerful wand, with which she could create snowfall, project icy blasts, and freeze objects or people.

Her isolation in the icy north caused Frosta to crave the company of others, a weakness that was exploited by Catra.

[illegible] LADYBIRD POP BOOKS

In the Ladybird books, in contrast to other canons, Frosta traveled throughout Etheria on a silver sleigh drawn by four white horses. Her scepter could unleash a stream of ice crystals.

[illegible] UK WORLD POP ANNUALS

In the World annuals, Frosta spent the long, harsh winters in the Kingdom of Snows with only the Snow Hawk and the Arctic Fox for company.

[illegible] UK POP COMIC MAGAZINE

Frosta ruled the Kingdom of Snows from her Ice Palace in the UK comics (as opposed to Castle Chill). Since the Horde had left her territory alone for a long time, she was initially quite unconcerned when her assistance was sought, but once she realized the severity of the situation, she was quick to jump to She-Ra's aid and provide valuable help to the Rebels.

Initially, many of her powers originated with her wand, though later she did not seem to require it.

[illegible] GERMAN POP AUDIO PLAYS

Changing slightly from other canons, Frosta was the proud queen of the Ice Desert. Though she looked cold, her heart was warm, and she welcomed any visitors, including Catra, to the Ice Palace where she lived with her servants. Isolated in Etheria's north, she was eager for news from the rest of the planet, something Catra was quick to take advantage of.

Though not immune to cold, Frosta loved all forms of ice, could create frigid winds with her Wind Wheel, and could freeze her enemies.

[illegible] MOTU CLASSICS

The Classics canon gave Frosta the true name of Queen [illegible] and stated that the Kingdom of Snows was high in Etheria's Northern Mountains. In addition to powers introduced in earlier canons, she could set freezing rain upon her enemies. Her magic earned her the reputation as Etheria's Ice Empress, but she was caring and kind, always loyal to her allies and friends.

After the Great Rebellion defeated the Horde, Frosta was among those Rebels who journeyed to Eternia to fight in the Second Ultimate Battleground.

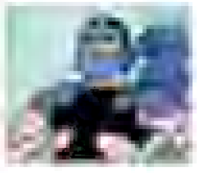
GALEN

[illegible]

1983 FILMATION MOTU ANIMATED SERIES
Galen was the elderly leader of a village near the Royal Palace where the Gryphon's Jewel of Protection was housed. When the village was attacked by the Gryphon, he did not flee, choosing instead to ensure the people's safety.

GAME MASTER

1983 FILMATION MOTU ANIMATED SERIES
The Game Master traveled throughout the universe, capturing the best warriors he could find. He forced them to join his ever-growing army. Confident, he maintained control through fear, as none dared to speak out or rebel against him. He relied on tricks and gadgets to beat his foes in battle. But when confronted with hand-to-hand combat, he would command his warriors to fight for him.



GAMRAK

AFFILIATIONS
Ogres

SPECIAL ABILITIES
Brute strength

1983 FILMATION MOTU ANIMATED SERIES
Gamrak was the Chieftain of the Ogres of the Mystic Mountains. He was an unpleasant creature but did mainly keep away from the outside world. Short tempered, he demanded respect from others.

GANOS

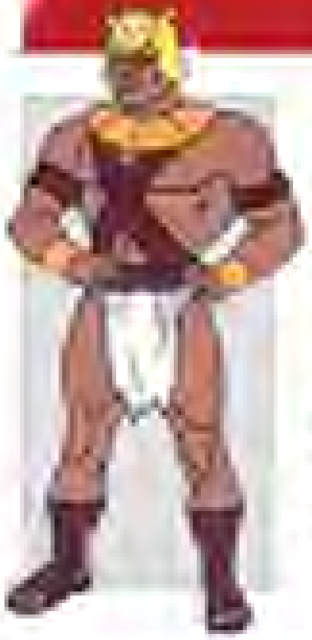
WEAPONRY
Spear

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Ganos was an insect-like warrior. He battled [illegible] in a [illegible] gladiatorial arena.

GARDA

1985 FILMATION POTU ANIMATED SERIES
The young son of Agon, the master farrier, Garda had aspirations of becoming a member of the Royal Guard. He [illegible] enough, but very [illegible]. [illegible] he would succeed in achieving his dream.

GARN

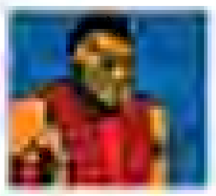


WEAPONRY
Mace

SPECIAL ABILITIES
Superhuman strength
Skilled gladiator

1983 FILMATION MOTU ANIMATED SERIES
The strongest warrior in the Kingdom of Targa, Garn battled in the arena with the hope of winning his freedom. After dethroning Queen [illegible], he accepted the kingship of Targa. His strength rivaled He-Man's own.

1983 MOTU MINICOMICS
Garn was a powerful male slave who fought in [illegible]'s gladiatorial arena in the city of Targa. When He-Man defeated him, the hero gave Garn his freedom instead of killing him. A very large man, Garn sported a Mohawk and tribal war paint on his face.

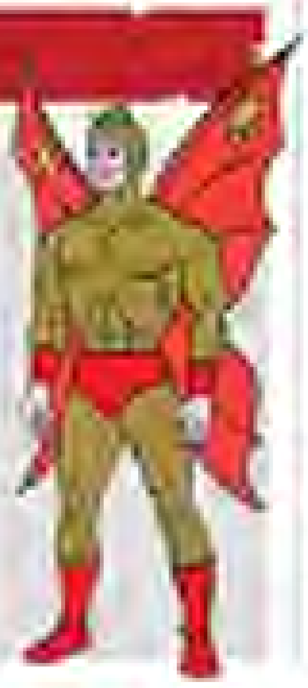


GARTH

AFFILIATIONS
[illegible]

SPECIAL ABILITIES
Flight (after transformation)

1983 FILMATION MOTU ANIMATED SERIES
Garth was an insect-like creature who asked He-Man to help his people find out why Eternia's oxygen supply was depleting. During a battle with Skeletor, Garth sacrificed himself to save He-Man's life, jumping into the Sea of Eternity. Instead of killing him, the Sea of Eternity transformed him into a humanoid warrior with large, butterfly-like wings. Garth theorized that this would be the form his species would evolve into in the centuries to come.



GARV

1985 FILMATION POP ANIMATED SERIES
Garv was the innkeeper of the Laughing Swan Inn in the village of Thaymor. He was a large gentleman and enjoyed serving his customers.

GATEKEEPER

SPECIAL ABILITIES
Omnipotence
Teleportation

1983 FILMATION (MOTU) ANIMATED SERIES
Omnipresent, white-bearded, and bearded, the Gatekeeper was a spirit who existed between dimensions. He could take others with him and mystically transport anyone anywhere they wanted to go. He possessed a wry sense of humor and claimed that he could see all things and know all things. Similar to other magicians who appeared in the cartoon, his magic casting was lyrical in nature.

[illegible]

GAYDA

AFFILIATIONS
Harpies

WEAPONS
Club

SPECIAL ABILITIES
Flight

1985 FILMATION POP ANIMATED SERIES
Gayda was one of Hunga's most loyal Harpies at Talon Mountain.

GELDOR

OTHER NAMES
Geldorin

WEAPONS
Axe

POWERS AND ABILITIES
Commanded over a wizard and an army of Goulds

1983 (MOTU) MINICOMICS
The warrior known as Geldor was deeply obsessed with obtaining the Secret Liquid of Life, a substance which could reveal the secrets of eternal life and make the person who consumed it more powerful than He-Man himself. Geldor was ruthless in his methods and stopped at nothing to attain this goal. The warrior's infamy closely preceded him, as the wise Tergol initially refused to divulge the location of the liquid until Geldor threatened to harm Tergol's daughter, Maren.

Geldor nearly succeeded in his quest to obtain the Secret Liquid of Life but was thwarted by He-Man, who shattered the glass containing the mystical liquid. An enormous tree sprouted from the spot where the glass shattered, and Geldor was seemingly devoured by the carnivorous tree, never to be seen again.

Geldor had a powerful wizard, an army of Goulds, a giant centipede and other monsters at his command.

2013 (MOTU) CLASSICS
In the Classics story line, Geldor was the ruler of Eocoos in the Dark Hemisphere of Eternia when the loss of his wife in a dragon attack led to his obsession with gaining eternal life. While he attacked surrounding kingdoms to achieve his goal, he kidnapped Tergol, the Grand Vizier of Vattenia, in order to obtain from him the mythical Secret Liquid of Life. Geldor's actions drove the heroic Prince Dalan of Vattenia to seek out He-Man and the Masters of the Universe, and together they attacked Geldor's fortress on Ogre Mountain. In the chaos of battle, some of the Liquid of Life splashed on the ground and produced a rapidly growing Tree of Life that engulfed Geldor. The evil barbarian later returned after absorbing magic from the tree, making him more powerful than ever. Despite his new powers, his quest for immortality continued.

GENERAL NIFEL

AFFILIATIONS
Evil Mutants
Gleamons

WEAPONRY
Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
General Nifel was the leader of the Gleamons on Nemon. He was determined to destroy the Mytes and their leader, President Pell, with whom the Gleamons shared the planet. Nifel entered into an agreement with the Mutants and their representative, Crita, to supply the Mutants with the Transvorite that powered their spaceships. Nifel was totally impressed with Crita's skills; he allowed her to transform the Gleamons' primarily naval force into a ground army. General Nifel presented Crita with a new outfit and promised to make her queen of the Gleamons if she succeeded in defeating President Pell.

GENERAL NIQUOR

AFFILIATIONS
People of Equanox

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

General Niquor was the leader of the Equanox and a friend of Sagitar. Although Niquor commanded a powerful army, he and his people preferred peace.

GENERAL SUNDOR

AFFILIATIONS
Evil Horde
Great Rebellion

SPECIAL ABILITIES
Highly skilled in hand-to-hand combat
Knowledge of Horde technology
Leadership

[illegible] FILMATION POP ANIMATED SERIES

General Sundor was a loyal Horde soldier before challenging Hordak's treatment of the Etherian citizenry. He was a cunning and powerful man who decided to follow his heart. He renounced his rank and defected to the Great Rebellion. Later, he married Molly and the couple had a child, Toby. General Sundor retired from combat and lived a simple life as a farmer. However, he never shied away from protecting his family, and on a later occasion reluctantly resumed his warrior role when his family fell victim to the Horde.

GENERAL TATARAN

AFFILIATIONS
Goblins

WEAPONRY
Sword

SPECIAL ABILITIES
Military strategy and leadership

[illegible] FILMATION MOTU ANIMATED SERIES

General Tataran led a vast goblin army. He commanded the army's respect due to being an accomplished tactician on the battlefield. General Tataran could command a full-scale attack with ease. He was greatly respected by Skeletor, as they both possessed cold-hearted personalities, and he was considerably more intelligent than Skeletor's regular minions. Tataran himself, being a goblin, possessed no physical heart at all, and this trait was successfully employed by Skeletor to fool He-Man into thinking he had unwittingly killed an innocent man, which was in fact Tataran in a magical disguise.

[illegible]
[illegible]

GENIE

SPECIAL ABILITIES
Magic

[illegible] SK WORLD POP SINGLES

Trapped inside a golden lamp that was part of [illegible] Chest of Treasures, Genie was released by Hordak. He was reluctantly required to fulfill the Horde leader's three wishes. Clad in turban and pink silk [illegible], Genie was commanded to travel into the future and report back to Hordak about the Great Rebellion's next moves.

GENIE BROTHERS

SPECIAL ABILITIES
Summoning
Giant magic powers

[illegible] UK MOTU COMIC MAGAZINES

The Genie Brothers were the inhabitants of two magic lamps given to Orko by his friend [illegible], a [illegible] from the world of [illegible]. The genie from the first lamp was evil and willingly sided with Skeletor, causing mass destruction across Eternia. Fortunately, his brother from the second lamp was far more noble minded and accepted He-Man as his master, setting out his way [illegible] brother and [illegible] the damage before the two returned to their lamps.

GEPPLE

AFFILIATIONS
People of Primus

SPECIAL ABILITIES
Vast scientific knowledge

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Gepple was the most level headed of the four great scientists of Primus. Like his colleagues, he had an enlarged ego and was constantly bickering with the others over who would receive the credit for their inventions.

The voice of reason within the group, Gepple frequently tried to infuse rationality into discussions. When agitated, he became highly excitable and when faced with the Mutants, almost hysterical. It was some time before he could even bring himself to say the word "Mutant" without screaming. His initial hysteria and fear of Skeletor and the Mutants diminished a little over time, as he was enlisted for many missions by the Galactic Guardians for his scientific knowledge. Despite his high strung personality, he had a good heart and was usually more thoughtful and compassionate than his fellows.

Gepple was the inventor of "Gepple's Goo", initially created to stop the Mutants from using the tubes to Denebria but later adapted to many other uses, such as fixing holes in the shields. The goo frequently came in handy when the Primans were fighting the Mutants, and Gepple often tried to advertise his creation [illegible].

Gepple had an [illegible] head of hair, and much of his equipment and clothing were designed to accommodate it.

GIANT GUARD

AFFILIATIONS
Giants

WEAPONRY
Mace

[illegible] GERMAN MOTU AUDIO PLAYS
The Giant Guard was the first to encounter the Masters of the Universe when they arrived in Eternia's distant past. An imposing titan with huge muscles, he swore vengeance on He-Man when the hero cut his belt and caused the Giant Guard to struggle with keeping his pants on.

GIANT PRIEST

AFFILIATIONS
Giants

WEAPONRY
Leather whip

[illegible] GERMAN MOTU AUDIO PLAYS
The Giant Priest served as leader of the giants in Eternia's distant past. When the Masters of the Universe arrived, he revealed the history of his race and that they had created Skeletor. A formidable warrior, he wielded a leather whip. The Giant Priest challenged He-Man to a battle to determine the heroes' fate. After losing the battle, he grudgingly kept his word and told the Masters what to do to return to their own time.

GLADIATOR

AFFILIATIONS
King Grayskull's Masters of the Universe

WEAPONRY
Mace
Blaster

[illegible] MOTU CLASSICS
Gladiator joined King Grayskull's Masters of the Universe's offensive. He met a disguised, time-traveling He-Man and fought alongside him with others in the First Ultimate Battleground.

GLAN

AFFILIATIONS
Vultorians

SPECIAL ABILITIES
Skilled pilot

[illegible] SPANISH EDITORA ABRIL MOTU COMICS
Glan was the heroic Vultorian robot pilot who accompanied Princess Kima on a dangerous mission to blow up an enormous asteroid with a thermal bomb. While both Glan and Princess Kima were robots from the planet Vultur, Glan's facial features were slightly less humanoid in appearance than those of his Vultorian counterpart. Also, in contrast to the bronze-colored Kima, Glan was golden in color. Glan was a very brave robot and loyal to his princess.

GLEEDIL

WEAPONRY
Staff

[illegible] FILMATION MOTU ANIMATED SERIES
Gorgeous, strong willed, and bird-like, Gleedil loved a great deal about her planet of Trenos, and she passionately opposed the villain Plundor and his oppressive rule. Gleedil aided He-Man when he was found wandering her world, stricken with magic-induced amnesia. Though she had no powers of her own, she was always accompanied by her giant Tiger-Wolf.

GLEEP

AFFILIATIONS
People of Primus

WEAPONRY
Various built-in defenses

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Gleep was a small robot who served as an assistant to Master Sebrian and the other scientists. He had a sardonic sense of humor and often complained that the menial tasks assigned to him were not suited to his abilities. He was particularly intolerant of the scientists and their constant squabbling.

Gleep befriended He-Man after his arrival in the future and would sometimes accompany him on missions, making use of his technical abilities. He had a variety of robot defenses he could employ if he ran into trouble. Though Gleep did not experience emotions in the same way as humans, he had a keen insight into human behavior and was incredibly observant. He idolized Kng, the Mytee super robot.

GLIMMER

TITLES
The Guide Who Lights the Way
Princess of Bright Moon
Princess of Light

OTHER NAMES
Princess Glimmer

AFFILIATIONS
Great Rebellion
Royal Family of Bright Moon
Princesses of Etheria

WEAPONRY
Staff of Light
Light Scepter

POWERS/ABILITIES
Generating and manipulating light
Hard light illusions
Invisibility
Levitation
Teleportation

1985 FILMATION POP ANIMATED SERIES
Daughter of Queen Angella and King Micah of Bright Moon, Glimmer spent her formative years without her parents. She lost her father to the Horde and her mother to Hunga the Harpy. Maturing quickly as the Horde conquered Etheria, the teenage Glimmer became the leader of the growing Great Rebellion.

When Adora took charge of the Rebels, Glimmer's teenage characteristics came to the fore. She was as jealously boastful and even attempted, unsuccessfully, to build her own Rebel army when she became frustrated with Adora. Despite these flaws, Glimmer was typically depicted as the second in command and would bravely lead the Rebels in Adora's absence.

Glimmer's powers were incredibly strong and primarily light based. She could teleport, levitate, and make herself and others invisible. She was powerful enough to even turn night into day for brief periods. As a military strategist to some degree, she planned many missions during her time as Rebel leader.

Though she once had feelings for Bow, Glimmer did not hide her strong attraction to Prince Adam.

1985 POP MINICOMICS

Upbeat and loyal, Glimmer was depicted in the minicomics as a sporting sort who sometimes enjoyed horse racing after a picnic. With her Staff of Light, she guided her close friend Adora and their comrades through the dark forests of Etheria.

1985 GOLDEN POP BOOKS
Drawing heavily from earlier portrayals, the POP Golden books further established that Glimmer could travel over long distances on a beam of light.

1986 UK POP COMIC MAGAZINES
Unlike the Filmation animated series, in the UK comics Glimmer's powers were channeled through her Staff of Light which she received on her sixteenth birthday from her mother, Queen Angella. That same day Angella sent her daughter into the safety of the Whispering Woods.

Despite having little faith in her own abilities, Glimmer joined the Rebels. The Rebel leader, Bow, encouraged her to believe in herself. She helped the Rebellion save the kingdom of Bright Moon from the Evil Horde. With this mission accomplished, Glimmer accepted the role of leader of the Great Rebellion alongside Bow.

1986 GERMAN POP AUDIO PLAYS
In this canon, Glimmer, the Princess of Light, lived in the ever-shining Palace of Light, a palace south of the Crystal Castle. Sharing this home with her mother Angella, Glimmer possessed the desire to move out and build her own palace. She used her powers of illumination to push back the dark clouds sent by the Volcano Magus. Disliking darkness, she avoided crossing the river into the dark lands surrounding the volcano. In addition to her scepter, Glimmer's hair could produce light and help guide the way.

Like all the other Etherian princesses in this canon, Glimmer loved He-Man and wanted to be his girlfriend.

2014 MOTU CLASSICS
The Classics incorporated and built upon elements of earlier canons while establishing that Glimmer of the House of Bright Moon was one of the princesses deposed after the Horde invasion of Etheria. A cousin of Rebel spy Double Mantled, Glimmer was one of the leaders of the Great Rebellion. She was brash and reckless but ever cheerful. Her optimistic nature proved infectious and she was well liked among the Rebels.

After Hordak's departure from Etheria, Glimmer journeyed to Eternia through the Laser Gate with She-Ra and the other Rebels. She opposed the Horde alongside the Renegade Masters of the Universe in the Second Ultimate Battleground. Once they had freed Eternia, Glimmer returned to Etheria and took her rightful place as a ruler of Bright Moon by her mother's side.

GLOSTOTOS

WEAPONRY
Magic ring

SPECIAL ABILITIES
Sorcery

1984 GERMAN MOTU AUDIO PLAYS
Glostotos was a mage from a distant planet and the original master of Modulok. The mage once struck a bargain with Hordak and gave him a magic ring with which to summon and control Modulok. What Glostotos received in exchange was unknown.

GOAT MAN

OTHER NAMES
Klacky

WEAPONRY
War hammer

AFFILIATIONS
Evil Warriors
Beast Man

SPECIAL ABILITIES
[illegible]

1985 GOLDEN MOTU BOOKS
Goat Man was a male humanoid warrior with a red, devilish-looking goat head, complete with two horns. He appeared to have been one of Skeletor's Evil Warriors in his one Golden book appearance. During the story, Beast Man displayed a leadership role over Goat Man. Besides his menacing appearance, Goat Man did not exhibit any special powers aside from his savage personality. Goat Man did not speak, so it is unknown whether he could communicate in Eternia's basic language.

2008 MOTU CLASSICS
In the Classics canon, Goat Man was once Klacky of the Ghost Men who dwelled in Eternia's Northern Mountains. His people bore the misfortune of being the only humanoid intelligent race susceptible to the hypnotic, mind-controlling powers of the Beast Men from the Vine Jungle. The evil Beast Man Raqquel Rippsaw himself took Klacky as his slave and denied his name, calling him simply "Goat Man." Beast Man then forced him to fight in the Second Ultimate Battleground. The Andreenid king Buzz-Off fought Goat Man and left him to ruin on the steps of the Central Tower, but Goat Man endured his pain and climbed inside the tower. He fell through a time portal leading into the future reign of King He-Man, but little changed for Klacky, as an aging Beast Man found him and again forced him into his service.

[illegible]

GODDESS

TITLES
Guardian of He-Man

OTHER NAMES
Sheelia

WEAPONRY
Spear

AFFILIATIONS
Masters of the Universe

SPECIAL ABILITIES
Sorcery

1982 DC MOTU COMICS
The Goddess was a human woman adorned in snake armor similar to that worn by the green-skinned Goddess who had appeared in the earlier Masters of the Universe minicomics. Charged with watching over both Eternia and the twin halves of the Power Sword, the Goddess dwelled within the Cavern of Power. She appeared to Prince Adam shortly after his transformation into He-Man and advised him on his latest task. The Goddess's powers were immense, and she was able to effortlessly duel with Skeletor, only falling to his physical might. It was the Goddess who gave Prince Adam the abilities of He-Man during his battle with a demon. From that moment on, He-Man served the Goddess loyally. The Goddess was also aided by her falcon, Zoar.

2008 MOTU CLASSICS
In Classics, the Goddess assumed the appearance and characteristics of the green-skinned Sorceress from the 1982 minicomics. Once named Sheelia, she was a heroic woman and ally of He-Ro and King Grayskull. When the Snake Man archer Quick Flick struck her with one of his venomous arrows, the Eternian nature god Moss Man gave her a transfusion. The transfusion gave her body and skin a luminous green color and granted her profound magical powers.

Sheelia became the Goddess, one of King Grayskull's Masters of the Universe, and fought in the First Ultimate Battleground. After the deaths of He-Ro and King Grayskull, the Goddess became an apprentice of the ancient Vikor. The Goddess served as the spirit guide to the line of heroic guardians chosen to protect the Sword of He. She chose the warriors, testing their character and skills. Many of them assumed the name "He-Man" in honor of the sword they protected, a name that fuels many legends about Eternia's protector.

The Goddess was mysteriously absent after Prince Adam became He-Man, though she returned to help Queen Teela and other magic users try to counteract the Unnamed One's casting of the Spell of Separation. She later took part in the Third Ultimate Battleground.

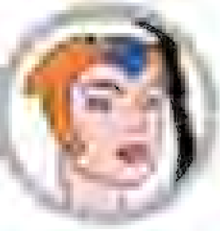
[illegible]

2012 DC MOTU COMICS
The 2012 DC comics incarnation of the Goddess was very different from earlier versions. The mother Goddess was the source and heart of all creation. She was the fire from which the universe was born, and the last spark

[illegible]

of creation was forged in the Forge of Grayskull. It was this spark that He-Man fought to protect. But it was questioned if any one man could claim the Goddess's light as his own. The Goddess was depicted as a three-headed deity and seen in the image of those who worshiped her: as Serpos among the Snake Men, as Horokoth among the Horde, and as Zoar among the Eternian populace.

[illegible]



GOFO

[illegible] BRAZILIAN EDITORA ABRIL POP COMIC

Gofo, the leader of the Lava Men, resided in a burning desert in another dimension. Gofo was grotesque in appearance, with a gray, rock-like body and spikes down his back. He was much larger than the other Lava Men and, unlike them, possessed a large tail. While Gofo appeared intimidating, he actually cared very deeply for his people and was grateful to She-Ra for her help in rescuing them. In return, he was instrumental in helping She-Ra defeat the Thermal Wizard.

GONMOROTH

SPECIAL ABILITIES
Athleticism

[illegible] FILMATION POP ANIMATED SERIES

Gonmoroth took part in the Rebels' Run competition from Castle Blackmoor. A giant of a man, he towered over the other competitors.

GORAS

SPECIAL ABILITIES
Bravery

[illegible] GERMAN MOTU AUDIO PLAYS

Goras was the Man's dark forest prison. He lived in northern Eternia and referred to himself as the strongest man in his country, even more powerful than He-Man. He claimed to be undefeated in combat, due to his strength and extraordinary cleverness. Goras even boasted that Skeletor would no longer be a problem if he took care of the matter. Though he convinced Orko to be a good hero, Goras was, in truth, a braggart and a coward in the face of danger.

GORGON

WEAPONRY
Scepter

[illegible] FILMATION MOTU ANIMATED SERIES

Gorgon was a short, round hot-tempered creature who, with the assistance of the sorceress Kityliana, overthrew King Osebold of the Isle of Tiinis. He was quick to imprison his own allies for disobedience, so to make his escape and force others to fight his battles for him. Though Gorgon appeared to possess no powers, he could project beams of energy from his scepter.

GÖRGONE

WEAPONRY
Solar Amplifier

SPECIAL ABILITIES
Herculean strength and size
Creating stones with the Solar Amplifier

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS

Görgone was an evil orange-skinned giantess who plotted to overthrow Eternia. She was from a destroyed planet called Pamus Gargantuan and possessing immense strength, Görgone lived in an enormous cave located in another dimension. She came to Eternia's dimension via magical tapestries kept by her servant, Kan.

Görgone had many servants throughout Eternia, particularly in the city of Xarkonan. Chief among these were the living stone gargoyles and the mysterious woman Xan. They were controlled by Görgone's Solar Amplifier. When He-Man destroyed the machine, the gargoyles set themselves upon her.

GORTO

[illegible]

WEAPONRY
Sword

[illegible] DC MOTU COMICS

A Qar soldier who served King Grayskull, Gorto was part of a group that betrayed and assassinated King Grayskull under the commands of Adi (Hiss in disguise).

GRANDMA BELLA

[illegible] UK POP COMIC MAGAZINE

Grandma Bella was a resident of the Etherian village of Fallwick. She presented a necklace to Madame Razz.

GRANITA

AFFILIATIONS
Rock People
Rock Warriors
Heroic Warriors

SPECIAL ABILITIES
Transformation into a comet
Space travel
Superhuman strength

[illegible] FILMATION POP ANIMATED SERIES

Granita, alongside Boldor and Brooder, traveled to Etheria, where she found herself caught in the war between the Horde and the Great Rebellion. As a Rock Person, she could transform into a comet and travel throughout the universe. Though she possessed

superhuman strength, she chose not to engage in violence.

1986 MOTU NEWSPAPER STRIPS
The newspaper strips established a familial tie between the Rock Warriors: Granita was Rokkon's sister and Stonedar's daughter.

2012 MOTU CLASSICS
Granita and her brother Rokkon were raised by their mentor Stonedar on the planet Gorahn, until it was destroyed by Horde Prime. Granita followed Stonedar to Eternia but, upon landing, she learned the Horde was invading. She believed higher powers intended them to help prevent Eternia from suffering the same fate as Gorahn. Granita's faith persuaded Stonedar to fight alongside the Eternians. After the Second Ultimate Battleground, Stonedar invited Granita and many young Comet Warriors to Etheria where they could access Crystal World. Later, Stonedar named Granita as his successor.

GRAZNOR

SPECIAL ABILITIES
Vast scientific knowledge

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Graznor was a Tillinian inventor who visited Primus for the first intergalactic science conference. He spoke in an alien language and had to wear the Translocutor to be understood by the people of Primus. Graznor invented the Geneticator, which was stolen by Skeletor to create an evil clone of He-Man.

GREAT BLACK WIZARD

AFFILIATIONS
Snake Men
Evil Horde
Skeletor's Evil Warriors

SPECIAL ABILITIES
Sorcery

2008 MOTU CLASSICS
The Great Black Wizard was a skull-faced sorcerer and evil warlord from Eternia's distant past. His magic gave Snake Face the power to turn victims into stone. He also created the dragon-human hybrid Draego Man and took part in the Second and Third Ultimate Battlegrounds, fighting alongside the Horde, the Snake Men, Skeletor, and the Unnamed One.

GREAT GURU

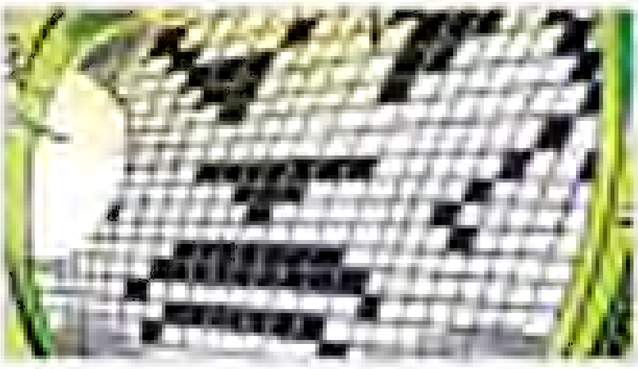
1987 ITALIAN MAGIC POP MAGAZINE
The Great Guru was a red-robed old man with a long white beard who lived on Primus's Edenlike Island. He was the leader of a deeply spiritual group of followers, stating that he and his disciples on Edenlike lived in harmony with nature and abhorred all violence. Upon being warned by He-Man of the dangers posed to Primus by Mutant infiltrators in his group, the Great Guru stated that he welcomed with open arms "the travelers that come from Denebria without any racial discrimination." While his intentions were noble, the Great Guru ignored the dangers in his midst, including those posed by the deceitful Mutant Kulatti. The Great Guru possessed telekinetic powers which he acquired through transcendental meditation.

GREAT ORLANDO

SPECIAL ABILITIES
Magic

1985 FILMATION MOTU ANIMATED SERIES
Crawbert's partner, the Great Orlando, was a skilled puppet artist in Crawbert's circus.

GREAT-PUTOR



SPECIAL ABILITIES
Control of robots and star shuttles
Transformation into giant robot
Flight
Strength

1986 UK MOTU COMIC MAGAZINES
The Great-Putor was a giant computer aboard a spaceship orbiting an alien planet. The only intelligent survivor of a great war, the Great-Putor had only one mission: the destruction of all organic life throughout the universe. Viewing itself as a savior of the universe, it possessed a total hatred for humans, whom it blamed for war. The Great-Putor believed that the elimination of life would bring about universal peace. The Great-Putor commanded an army of robots who invaded towns on an alien world, transporting all the planet's technological resources to its hollowed-out moon, in which the Great-Putor had its base. The Great-Putor intended to use this machinery in its own conquest. The residents of the target planet, reduced to living a primitive lifestyle with the loss of their technological resources, sought the help of He-Man and Roboto. The Great-Putor transformed itself into a gigantic robot in an attempt to obliterate He-Man and Roboto, but Roboto eventually managed to imprison it in a thick Eternium liquid, freezing it solid and rendering it helpless.

GRITSTONE

AFFILIATIONS
Evil Horde
Sand Devils

SPECIAL ABILITIES
Forming from sand
Transforming into whirlwind

1986 UK MOTU COMIC MAGAZINES
Gritstone was a Sand Devil from Eternia's Crimson Wastes who served the Horde and Count Sneer. He could form out of sand, rise from the dunes, and take his enemies by surprise. He could also spin at incredible speeds, becoming a devastating whirlwind.

Made of sand, Gritstone was a dangerous enemy who was invulnerable to most kinds of attack. He was, however, susceptible to high-pitched sounds, which would shatter his physical form. He could rapidly re-form again at such times.

Gritstone hated the Crimson Fury who had thwarted him more often than any other human. The steeds of the Crimson Fury's great bird, Talon, often shattered his body.

GRIZZLOR

TITLES
Hairy Henchman of the Evil Horde
The Ferocious Figure with Fur

OTHER NAMES
Gorrok Gul'moosmarnk
Lord Grizzlor

AFFILIATION
Evil Horde

WEAPONRY
Stun rifle
Crossbow
Sword
Mace
Battle axe

SPECIAL ABILITIES
Great strength

1985 MOTU MINICOMICS
In the minicomics, Grizzlor was a ferocious creature who served Hordak. Thought to be a legend, he was the subject of terrifying campfire stories. According to the tales, Grizzlor would first stun his prey with his stun gun and then attack with his wicked claws. Unfortunately for the Heroic Warriors, Grizzlor was most certainly not a legend. Grizzlor's might was such that stun weapons were of no use against him. Powerful and intimidating, Grizzlor spoke in a broken, brutish manner.

Grizzlor inhabited a cave littered with human bones. His one weakness appeared to be his own reflection, which he was afraid of.

1985 LADYBIRD MOTU BOOKS
The Ladybird books, in contrast to other canons, depicted Grizzlor as a beastly creature who had been raised by Hordak and trained as a Horde Trooper. Similar to Beast Man, Grizzlor had extensive knowledge of the Forest of Eternia.

1986 GERMAN MOTU AUDIO PLAYS

Grizzlor was one of Hordak's most trusted warriors in the German audio plays, acting as the Horde's second in command. He led the other Hordesmen and troopers whenever Hordak himself was absent. Grizzlor's strength was unmatched, only by that of Modulok. He felt no fear, even when confronted by He-Man.

1985 FILMATION POP ANIMATED SERIES
Grizzlor was initially portrayed as a competent and threatening member of the Horde, resembling Beast Man. Like many of Hordak's other warriors, he was said to be a product of Horde science, implying he had once been a normal creature or possibly human. He was depicted as rather muscular, with hair coverings similar to his action figure.

Over time, the Filmation animated series increasingly depicted Grizzlor as a bumbling henchman, often fearing the brunt of Hordak's wrath. Occasionally, he worked as part of Catra's Horde Squad, though he did not like taking orders from her. He displayed a strong dislike of Mantenna, and the pair would often bicker.

Though showing some leadership skills, ferocity and strength were Grizzlor's primary attributes.

1986 UK MOTU COMIC MAGAZINES
The UK comics provided a different portrayal of Grizzlor, with an original backstory. Born on the planet Jargulia, Grizzlor developed a savage anger by age 400, still a child in Jargulian years. A slow learner, he was mocked by others of his age. Finding powerful weapons in a cave which he mistook for toys, he frightened others of his kind and innocently boasted that he was the most powerful warrior on the planet. Hearing this, Horde Prime mistook him for a genuinely evil warrior and ordered Hordak to recruit Grizzlor into the Horde.

Although loyal to Hordak, Grizzlor was a complete buffoon with a severe lack of intelligence, forcing Hordak to reiterate even the simplest of plans lacking subtlety. Grizzlor would often channel Hordak in confrontations. He had a childlike curiosity and was always eager to participate in Hordak's schemes.

Although Hordak was frequently angered by Grizzlor's low intellect and considered him to be useless as a warrior, he trusted Grizzlor enough to let him oversee the prison, feed the dragon and look after the Fright Zone in his absence. Grizzlor grew bored with these menial chores, preferring to participate in combat.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Grizzlor participated in Hordak's attack on Castle Grayskull. After charging King Grayskull, Grizzlor was sent to Despondos alongside the rest of the Horde.

2008 MOTU CLASSICS
Combining the Filmation, minicomic, and UK comics canons, the Classics mythos establishes that Grizzlor lived peacefully as Gorrok Gul'moosmarnk on planet Jargulia until the Horde Empire abducted and brainwashed him into becoming a ferocious warrior. Renamed

Grizzlor, he loyally followed Hordak to Preternia to find and kill He-Ro. His ferocity so terrified the ancient Preternians that they spoke of him in myths and legends long after he and the rest of the Horde were banished to Despondos. He served Hordak as his prison guard on Etheria and later returned with him to Eternia, and participated in the Second Ultimate Battleground.

2012 DC MOTU COMICS

In a significant departure from earlier depictions, the 2012 DC comics portrayed Lord Grizzlor as a brilliant tactician and general in Hordak's forces. He preferred to beat his opponents using skilled warfare. He wore the head and skin of the Fright Zone serpent as a cloak. Grizzlor was last seen being struck down by Stout Man.

IMAGE COURTESY OF DC COMICS

GROT

AFFILIATION
Peaceful Primus

SPECIAL ABILITIES
Enhanced strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

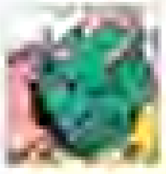
Grot was an alien who built some of the gardens on Primus, where all of the planet's food was produced. Despite his fearsome appearance and size, Grot was a gentle creature who cared deeply for his orchards. He was a good friend to Caz and Drissi. He was very protective of them and defended them against dangers.

Grot possessed considerable strength. A pacifist at heart, he had no qualms about defending his gardens and friends. He was more than capable of holding his own against the Mutants.

[illegible]

GROTOG

SPECIAL ABILITIES
Devising puzzles and games



1986 UK MOTU COMIC MAGAZINE

Grotog was a friendly dragon who loved to play and devise puzzles and games. He agreed to help He-Man after the hero solved a puzzle.

GROX

AFFILIATION
Trolls

1985 FILMATION POP ANIMATED SERIES

Grox was one of the only trolls in modern times to have communicated with humans. He sought out the Great Rebellion.

GUARDIAN OF TIME

SPECIAL ABILITIES
Sorcery

1986 GERMAN INTERPART/CONDOR MOTU COMICS

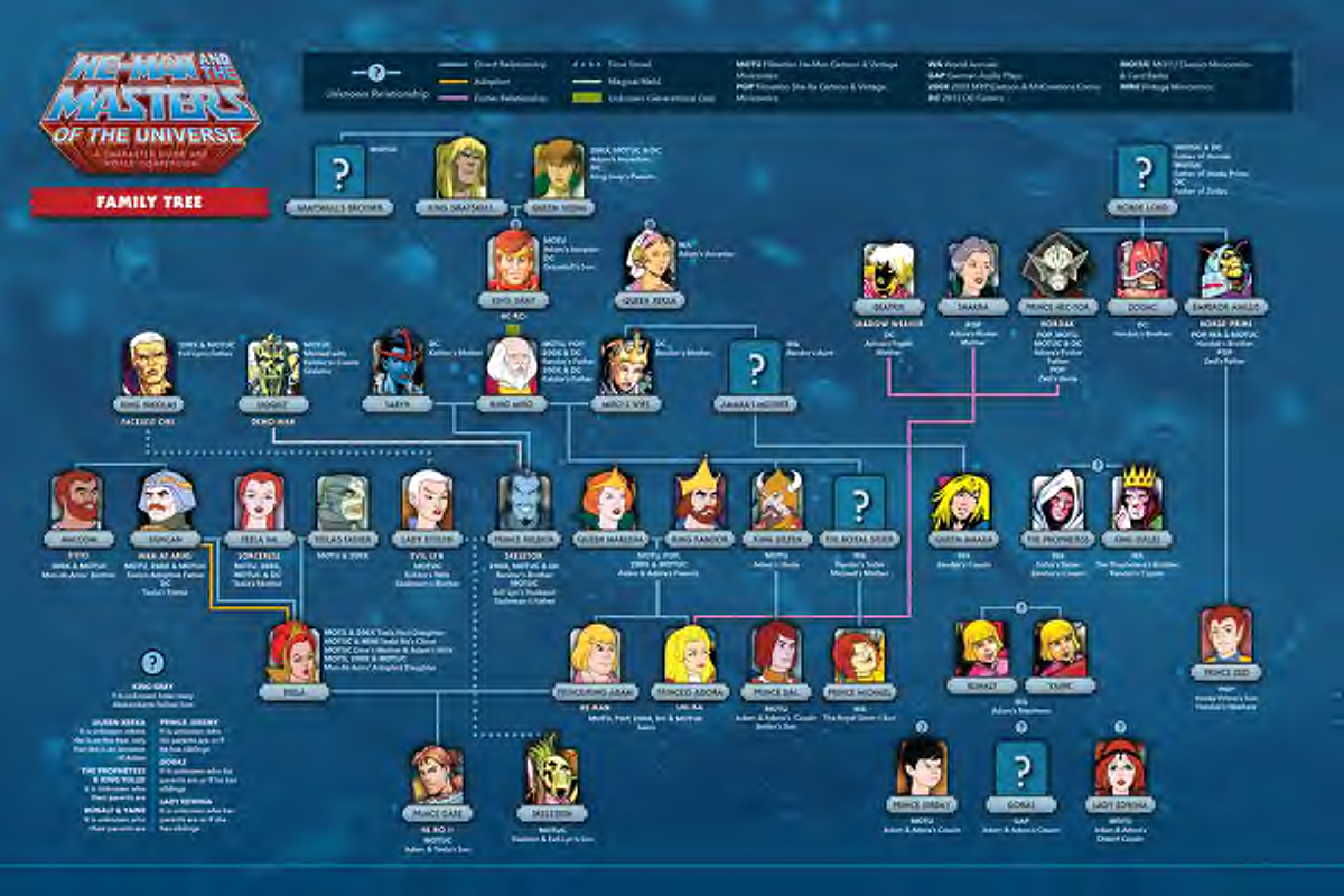
The Guardian of Time resided in a shrine at the beginning of all things, where he observed the flow of time itself. When Evil-Lyn caused He-Man to be sucked into the time stream, the Guardian of Time brought him into his own realm. The Guardian told He-Man how he could return to Castle Grayskull.

GURGLE

SPECIAL ABILITIES
Genius
Technician

1986 UK WORLD POP ANNUAL

Gurgle was a small, white-haired man with a great moustache in overalls and a pointed hat. Some said he was a wizard, while others claimed he was a scientist. Gurgle himself declared he was neither but rather a master of both magic and technology. When Hordak polluted the Rainbow River, Gurgle placed the River People into glass bubbles, where they could sleep safely until the water was clean


HE-MAN AND THE MASTERS OF THE UNIVERSE
FAMILY TREE

GWILDOR

[illegible]
Kosmic Creator of the Cosmic Key

[illegible]
[illegible]
Master of [illegible]
Time [illegible]
[illegible]
[illegible]

[illegible]
[illegible]

[illegible]
[illegible]
[illegible]

1987 MOTU MINICOMICS

Gwildor was a genius scientist and inventor of the Cosmic Key: a device which allowed the holder to travel through space and time. What he lacked in size was made up for in wisdom. Although he could be impatient at times, Gwildor was a great help to He-Man.

1986 MOTU NEWSPAPER STRIPS

In the newspaper strips, Gwildor was depicted with an insatiable curiosity that would often lead him into trouble. He was a genius inventor with a keen intellect but dismissive and condescending toward magic, much to Orko's annoyance.

Gwildor once developed feelings for someone he thought was a Thenurian named Thalia. However, much to Gwildor's dismay, Thalia was actually Evil-Lyn in disguise. This was especially heartbreaking for the diminutive scientist, as Gwildor had believed he was the only Thenurian on Eternia until he met Thalia.

1987 MOTU FILM

In the 1987 film, it was established that Gwildor belonged to a race of peaceful and trusting people called the Thenurians. He was widely known for being an inventor and locksmith. He created the Cosmic Key along with other inventions. Evil-Lyn tricked Gwildor and stole the Cosmic Key, which she used to enable Skeletor to transport his army to Grayskull and invade the castle. Thankfully Gwildor retained a prototype copy of the key which he used to help He-Man and the other heroes. When the heroes were outnumbered by Skeletor's forces, Gwildor used the key to transport them away from the heat of battle. The key transported them to Earth, where the key itself was lost, sparking off a hunt by both good and evil forces to find the key before Skeletor gained the Power of Grayskull back on Eternia. Skeletor was

keen to offer Gwildor the role of his full-time inventor after he'd unwittingly helped him conquer Grayskull, but Gwildor, respectful of his values, refused outright.

1987 GERMAN EHAPA MOTU COMICS

Unlike other media, the Ehapa comics also portrayed Gwildor as a storyteller who enjoyed entertaining the Heroic Warriors with his tales. In addition to traveling through space and time with the Cosmic Key, he also used it to show pictures to go with his stories.

2009 MOTU CLASSICS

The Classics provided a substantially different biography for Gwildor. A brilliant [illegible] and inventor from the underground city of [illegible], Gwildor attended Eternia's [illegible] University in his youth, where he learned from some of the greatest scientists and magicians on Eternia.

Later, he settled in a village near [illegible] to live and work in solitude. He took time to train the young inventors [illegible] but devoted most of his time to creating the Cosmic Key. When villains such as Skeletor came looking for the invention to change history in their favor, he used it to escape to Earth. He eventually faked his death and escaped to the future, where he was under the protection of the Time Agents.

HANK RAPPA

WEAPONRY
Guitar

SPECIAL ABILITIES
Rock star

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Hank Rappa was a rock star who had somehow been transported to the future. He was discovered in a cave on Mondor and captured by the Mutants. Skeletor planned to use him to put on a show that would lure the Mutes into a trap. Hank was oblivious to the fact that he was being used for evil purposes and just wanted to put on a good show.

HANNIBAL

AFFILIATIONS
Monteeg's Slaves

1983 FILMATION MOTU ANIMATED SERIES

From ancient Earth's past, Hannibal was a warrior who had been captured and made to serve Monteeg. He was in peak physical condition and, alongside his mighty elephant, Hook, he ensured Monteeg's orders were executed.

HANS HAMMERHOLDER

AFFILIATIONS
Defenders of Trolla

WEAPONRY
War hammer

SPECIAL ABILITIES
Superhuman strength

2015 MOTU CLASSICS
Hans Hammerholder defended the Temple of Power when He-Man and Skeletor accidentally teleported to Trolla. Riding a Mekaneck into battle, Hans fought the Revenge Squad's Mock Man.

HARRO

1983 FILMATION MOTU ANIMATED SERIES
One of the few brave villagers of Ros, Harro was a quick-thinking man whose daughter, Rosy, acts as brave as her father. He risked imprisonment by the Space Pirates to aid Prince Adam and Teela.

HAWKE

OTHER NAMES
Hawk

AFFILIATIONS
Evil Forces
Avionians

SPECIAL ABILITIES
Flight

1983 FILMATION MOTU ANIMATED SERIES
Hawke, a stern, red-headed Avionian Bird Woman, was blinded by greed when Skeletor promised her riches. She sabotaged Avion's defenses and framed Stratos for the crime, resulting in him being banished from Avion in disgrace. She later saw the error of her ways when Skeletor refused her the riches he had promised and instead imprisoned her in the Demon Zone, the home of Whiplash. She later earned He-Man and Stratos's trust by helping them, and as a result a vindicated Stratos did not banish her from Avion. However, because other Avionians did not share his trust in her, Stratos stripped her of her rank and placed her in captivity until she had redeemed herself in the eyes of their people. Like other Avionians, she could fly when within proximity of the Egg of Avion.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP animated series, Hawk was a more heroic character who served as Stratos's second in command. She advised Stratos, urging patience in their dispute with the Andreenids. Like her Filmation counterpart, Hawk was a red-haired

2003 MVCREATIONS MOTU COMICS
Hawk was Stratos's sister as well as his second in command, one of the last survivors of their small tribe of Bird Men. Both she and Stratos were very young when an unknown enemy attacked and killed their people. When they learned that the enemy was destroying their way of life, Stratos and Hawk took on a journey to their ancestors' place high in the mountains to find the Golden Egg. The Egg provided nurturing energy which helped things grow and survive, and thus the Kingdom of Avion was founded at the Golden Egg's location.

2008 MOTU CLASSICS
Hawke was Stratos's sister and second in command. Like other Avionians, Hawke could fly and had wings which grew from her forearms. But when soon hypnotized Hawke and ordered her to sabotage Avion's defenses. Hawke broke free from the spell, but many distrusted her following the incident. After Stratos's death, Avion refused to name Hawke as its leader and chose General Tuhos instead. When Hawke exposed Tuhos's allegiance to the Order of Darion, the general was banished and Hawke was finally made Avion's leader. She led Avion until the Reawakening returned Stratos to life.

HILTOR

2014 SUPER 7 CURSE OF THE THREE TERRORS CARDBACK
Hiltor was an evil king who ruled Eternia for millennia. The deadly Three Terrors were in his service.

HELM

SPECIAL ABILITIES
Painting magical pictures

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Helm was a painter from Quos 7. He could use his magical paintbrush to paint magical, moving pictures. His grandfather was an old friend of Master Sebrian.

HE-MAN

TITLES
The Most Powerful Man in the Universe
Master of Eternia
Champion of Eternia

WEAPONRY
Sword of Power
Battle axe
Shield
One half of the Sword of Power

OTHER NAMES
Prince Adam

SPECIAL ABILITIES
Superhuman strength
Superhuman agility
Swordsmanship
Telepathy
Marksman
Hand-to-hand combat

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Galactic Guardians
Galactic Protectors

1982 MOTU MINICOMICS

In his earliest incarnation, He-Man was a noble barbarian warrior who inhabited a land of magic and incredible technology.

As a young man, He-Man felt the need to leave his village and explore the craggy cliffs and garden-torn valleys of Eternia, and instead he was the first of his people to do so. In his travels, he aided a green-skinned woman who was under attack by a vicious monster. The young warrior quickly realized the green-skinned woman was the powerful Sorceress. The Sorceress informed He-Man that his strength and courage marked him as the legendary hero who was to inherit the treasures she had guarded for many years. She gave the barbarian special garments, vehicles, and weaponry made by Eternia's scientists before the Great Wars, including two harnesses: one which granted him superhuman strength and another which created a force field around him.

Prophecy spoke of a hero destined to unite both halves of the mysterious Power Sword and thus would become king of the legendary Castle Grayskull. The Spirit of Castle Grayskull secretly knew that this hero was He-Man, a mighty warrior who left his jungle tribe to battle the forces of evil and prevent them from controlling the castle.

He-Man's chief allies were the warrior goddess Teela, Man-At-Arms, and Stratos, and he rode a large and loyal green tiger named Battle Cat. Together, they thwarted the schemes of the evil mage Skeletor.

1983 DC MOTU MINICOMICS

In a second wave of minicomics, He-Man began using a more sophisticated form of speech. His world evolved and expanded. He-Man now lived in a feudal society where he performed heroic feats in service to the elderly king and queen of Eternia. Immensely powerful in both strength and heart, he sometimes preferred to settle matters without resorting to violence, though he certainly relished a good battle. Though noble, He-Man was not above cracking someone across the jaw if he became frustrated with them.

Whenever a dangerous monster or villain appeared, He-Man arrived to save the day. Because of this, he was hailed as a great champion by the Eternian peasantry. Although he craved adventure, he was depicted as righteous and good, driven by his love for Eternia.

1982 DC MOTU COMICS

Differing from the early minicomics, He-Man was depicted as an impatient and headstrong warrior in the 1982 DC comics. This was the first instance in which Prince Adam was presented as the alter ego of He-Man. He-Man enjoyed unleashing the might of his battle axe upon his enemies. A loyal servant to the Goddess, he would lay down his life for her and the king and queen of Eternia.

As the most powerful man in the universe, He-Man was able to go toe to toe with the likes of Superman.

1983 FILMATION MOTU ANIMATED SERIES

In contrast to earlier versions, the Filmation animated series established that He-Man received his tremendous strength through the power of Castle Grayskull. Though no origin was ever presented, it was established that the Sorceress gave Prince Adam the Sword of Power that allowed him to transform into He-Man when Adam held the sword aloft and cried, "By the Power of Grayskull . . . I have the power!" He-Man's famous, bestowed by the Sorceress from Grayskull, added to his incredible power. Sworn to defend Eternia and the secrets of Grayskull, most especially from Skeletor, He-Man never shirked his duties and performed them always with honor and dignity.

Although possessed of great strength, He-Man preferred peaceful resolutions over battle. Using his mind instead of his muscles, he would often solve a problem without violence. He only fought when forced and hoped each time would be the last.

Showing great strength of character, He-Man displayed a willingness to renounce his power when he believed he had killed an innocent man. Further, he successfully fought off the temptation to rule the universe and destroy Skeletor when such power was in his grasp in the form of the Diamond. Despite the great challenges he often faced, He-Man displayed a wry sense of humor. For instance, he enjoyed calling the evil Skeletor "Bonehead."

He-Man's strength had almost no limits. He could lift castles and move mounts. He could perform martial arts, execute acrobatic flips and even hold his breath for extended periods. His powers were primarily limited to physical feats, such as lifting, pushing, crushing, kicking, punching, throwing, spinning, dodging, and smashing. Additionally, He-Man could telepathically contact the Sorceress and certain other beings. Though he would use the Sword of Power to project or deflect blasts of energy and cut objects, it primarily functioned as a conduit for the Power of Grayskull and was rarely used in battle.

He-Man may have been the most powerful man in the universe, but he relied on his good friends and allies for support and help. Man-At-Arms and the Sorceress guided and advised him during difficult times. His trusted companion and steed, Battle Cat, joined in his adventures. Teela was a reliable and competent warrior who often helped He-Man. Orko may have caused some mischievous trouble, but he was always willing to stand by He-Man's side. The secret of his dual identity was protected by Man-At-Arms, the Sorceress and Orko. In order to resume his Adam identity, He-Man proclaimed: "Let the power return!"

He-Man carried a variety of weapons. Among these were a bola and a grappling hook. He also made use of a thin yellow tube which, when blown into, produced a bubble that trapped enemies inside of zero gravity.

1983 MOTU MINICOMICS

Largely following in the footsteps of the Filmation cartoon, in which he was portrayed with extremely powerful superhuman abilities, the later minicomics presented stories in which the Sorceress bestowed new armaments with special powers upon He-Man, such as the Thunder Punch and the Flying Fist. Additionally, further details pointed to the origin of He-Man's power. Legends referenced on toy packaging spoke of the ancient accord He-Ro and his connection to the Power of Grayskull, hinting at a mysterious link between He-Ro and He-Man.

1983 GOLDEN MOTU BOOKS

Establishing their own continuity, the early Golden books depicted the barbarian warrior He-Man as having been chosen by Zodac to be Eternia's champion and protector against Skeletor, who had acquired both halves of the Sword of Power. After Skeletor's initial defeat, He-Man acquired his powers through one half of the Sword of Power.

1983 ITALIAN MU MAGAZINES

The earlier Mu comics stories shared similarities to the 1982 minicomics in that He-Man was more of a heroic barbarian. Neither brute force nor black magic could stop him when he was riding upon Battle-Cat, the ferocious tiger who only

stopped him. In the first batch of comics there was no Prince Adam identity. Later, the stories were changed to more closely reflect the Filmation cartoon series and included He-Man's Prince Adam persona, who remained a part of subsequent issues in the series.

[illegible] GERMAN MOTU AUDIO PLAYS

After following mostly in the footsteps of the Filmation animated series, the German audio plays continued with New Adventures story lines where Prince Adam's dual identity as He-Man was revealed to Skeletor aboard the Starship Eternia. Later, when He-Man's sword struck the Cosmic Crystal on Gorgoria, he acquired the power of the universe. Discarding his Prince Adam persona, He-Man made a new home on Primus to continue his unending battle against Skeletor.

[illegible] FILMATION POP ANIMATED SERIES

Continuing from the portrayal in the MOTU animated series, the POP series showed us some new sides to He-Man's personality.

After traveling to Etheria, He-Man discovered his lost sister, Adora. He was surprised and overjoyed to have a sister in his life, particularly one who could stand as his equal in battle. He would make occasional journeys to Etheria to visit his sister and help her with her fight against the Horde. Over time, He-Man became a fixture within the Great Rebellion, often undertaking missions with a variety of Rebels.

A new side of He-Man's personality was revealed when Frosta took a romantic interest in him. He was uncomfortable and awkward around her, and he repeatedly attempted to spurn her advances. Conversely, He-Man found himself attracted to Sweet Bee, who seemed to be oblivious to He-Man's interest.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Building on the portrayal begun in the MOTU and POP Filmation series, the Christmas special showed He-Man finding much amusement in Skeletor's discovery of the Christmas spirit and his subsequent acts of kindness. He-Man even stood laughing next to his unfaithful enemy, rather than attempting to capture him.

[illegible] MARVEL STAR MOTU COMICS

While similar to the Filmation animated series, the Marvel Star comics also included an alternative timeline where the Sword of Power was transported many years into the future. When Adam was finally reunited with the sword and transformed, this future He-Man battled the future Skeletor within Grayskull, and the few good warriors perished in the castle's destruction. Then He-Man from the past returned to his own time and therefore prevented this possible future from happening.

[illegible] MOTU NEWSPAPER STRIPS

The newspaper strips were largely patterned after the Filmation portrayal of He-Man. Their final story line featured an excursion to Primus and a transition into the *New Adventures* era of the property. Unlike other iterations of this story, He-Man returned to Eternia from Primus in the end.

[illegible]

[illegible] UK MOTU COMIC MAGAZINES

The UK comics had a unique take on He-Man's origins. Prince Adam, selected by the Sorceress as Eternia's champion, was summoned to Grayskull and transported to a timeless dimension, where he gained great knowledge and was imbued with the power that turned him into He-Man, the most powerful man in the universe. Sworn to battle all forms of evil in the universe, he set out to create a group of warriors inspired by the legend of King Arthur and the Knights of the Round Table, a legend that his Earth-born mother, Queen Marlena, had taught him. Enlisting Man-At-Arms as the first Heroic Warrior, He-Man named the group the Masters of the Universe.

Over time, he recruited many warriors and gained a steed in the form of Prince Adam's pet tiger Cringer, who was given the power to become Battle Cat after witnessing his master's transformation into He-Man.

On the day that Adam gained the powers of He-Man, Skeletor broke through the Mystic Wall. He and He-Man had their first battle, with the latter still unaware of the extent of his powers. In addition to his great strength, He-Man was highly intelligent and could solve complex problems. Early on, He-Man had no qualms using violence, though his actions were eventually toned down.

[illegible]

[illegible]

[illegible]

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

[illegible]

1987 MOTU FILM

[illegible]

1987 ITALIAN MAGIC BOY MAGAZINES

[illegible]

[illegible]

[illegible]

1989 HE-MAN MINICOMICS

[illegible]

[illegible]

wisdom of the Ancients had joined with the technology and wisdom of the future, and thus Prince Adam was no more. From this point onward, there was only He-Man, who wore futuristic armor and carried a laser-like sword.

He-Man, Hydron, and Flipshot followed Skeletor to the future in the Starship Eternia and began a series of new adventures, battling Skeletor, Flogg, and the Evil Mutants.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

When needed in the future, He-Man willingly gave up his life on Eternia and traveled to Primus. Though initially skeptical, the Primans accepted He-Man as their champion, and he took leadership of the Galactic Guardians. His comrades, Captain Hydron and Flipshot, often came to him for advice. He-Man and the Guardians worked together as a well-integrated team. He-Man and Skeletor frequently fought to a draw, as each knew the other very well from their previous years of battles. [illegible]

Still sharing a telepathic link with He-Man, the Sorceress provided good advice and advice. She instructed He-Man on the "power of the good and the way of the magic." Though he was still infused with the Power of Grayskull, He-Man's feats of strength were less impressive than they'd been in earlier depictions. Focus was placed on the use of the power of the good and the way of the magic. Additionally, He-Man's sword gained new, impressive displaying abilities to fire energy blasts or unleash magical pulses when needed.

When He-Man became homesick for Eternia, the Sorceress created a dimensional gateway and brought Teela to Primus to be temporarily reunited with him.

At the end of the war between Primus and the Mutants, He-Man and Mara faced off against Skeletor and Crita. He-Man trapped Skeletor and Crita in a shuttle pod. He used his sword to permanently lock them in and launched the shuttle into deep space. With Skeletor finally defeated and Primus free, He-Man claimed to have fulfilled his destiny.

[illegible]

Though invincible, there were limits to He-Man's power. His enemies, on a few occasions, inflicted harm on him, causing him to lose consciousness and even revert back to Prince Adam. In order to willingly turn back into Prince Adam, He-Man intoned, "Let the power return!"

2008 MOTU CLASSICS

Blending details from previous incarnations and adding a great deal of new information, the Classics canon constructed a complete life story for Prince Adam's He-Man persona. When Prince Adam combined both halves of the Sword of Power, he could channel the power of the Great One in Castle Grayskull and become He-Man. In time, he learned how to tap into the knowledge of the Elders and create new and specialized instruments from the energies of the universe, such as his protective Battle and Snake Armors and his Thunder Punch and Flying Fist weapons.

After many years, Skeletor used Felker to frame He-Man for the murder of King Randor, who had been banished to Despondos. Renegades, He-Man and the Masters of the Universe retreated to Tundaria. Shortly thereafter, He-Man's lover, Teela, acting as the new Sorceress of Grayskull, sent He-Man back in time to Preternia in an attempt to find the key to their victory.

Joining King Grayskull and He-Ro against the Snake Men, the Hordes, and the forces of Skeletor in the First Ultimate Battleground, He-Man discovered that the Spell of Separation was the key to defeating the Snake Men in his own time. Returning to the present with a captured Skeletor, He-Man called

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Drawing heavily from earlier canons, the MYP animated series unfolded an origin story for He-Man. When Skeletor broke through the Mystic Wall to threaten Eternia, Prince Adam was taken to Castle Grayskull to assume the power on his sixteenth birthday. Though initially reluctant, the young prince accepted the mantle and transformed into He-Man, drawing on the powers of King Grayskull, which had been infused into the Sword of Power. Adam, as He-Man, took on the great strength, courage, and kindness of his distant ancestor. As in previous versions, in order to transform into He-Man, Adam raised his sword and stated the oath, "By the Power of Grayskull . . . I have the power!"

Alongside a redesigned Sword of Power which incorporated technological components, He-Man carried a shield on many occasions. The shield had a button to activate a kind of force field to protect him from things such as roaring flames.

When King Hiss and his Snake Men threatened Eternia, the Elders' power enhanced He-Man's might by providing him with armor and weaponry especially suited to defending against the snake menace. Among these were a mystic [illegible], a gauntlet and a new shield to provide protection against Hiss's acidic venom.

a truce with the antfriends, and together they defeated the Snake Men and the Horde in the Second Ultimate Battleground.

After Skeletor stole Hordak's technology and fled into the cosmos, He-Man and Teela were wed. Soon afterward, He-Man and She-Ra left with Hydron and Flipshot to battle Skeletor on Primus. Revealing his identity as Prince Adam, He-Man combined his power with that of the Starship Eternia. Alongside the Galactic Protectors, he defended the planet Primus from Skeletor and his army of Mutants Horde Space Mutants.

During an assault on Horde World, He-Man and Skeletor were transported to Trolla, where the old enemies engaged in what appeared to be their final battle. He-Man unleashed the Power of Grayskull and split Skeletor into the separate beings Keldor and Demo-Man. His uncle, recomitted, bade him rule Eternia justly before he died.

Returning to Horde World, He-Man found She-Ra missing and the empire destroyed. He spent ten years searching for his sister, only returning to Eternia upon learning of King Randor's passing. There, he was reunited with his wife and met his now-teenaged son Dare, who had grown up listening to the stories of his father's adventures.

Crowned King of Eternia, He-Man moved the seat of power to Castle Grayskull to allow Teela to rule at his side and unite the family. Realizing he had to make a symbolic gesture if peace were to return to Eternia, he surrendered the Sword of Power by placing it in the Force Field Anvil. During his reign, he established the Time Agents, sacrificed his ambition and the Power of Grayskull to become He-Ro II, and protected Eternia from an attack by Despara and a resurrected Skeletor.

After the Third Ultimate Battleground, King He-Man ruled Eternia alongside his family. In time, a resurrected Keldor convinced He-Man that Castle Grayskull's absence would cause devastation throughout the universe. He-Ro's spirit concurred and finally revealed his true connection to He-Man and She-Ra, telling them that they must return their powers to save Castle Grayskull. They transformed back into Adam and Adora, but when Keldor tried to steal the power for himself, Adam transformed back into King He-Man in the presence of the renewed Grayskull. To his surprise, his youthful appearance was restored. He-Man defeated Keldor, which prompted the villain to willingly transform himself back into Skeletor shortly thereafter.

2012 DC MOTU COMICS

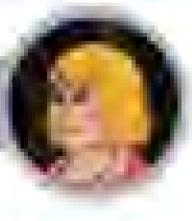
In the 2012 DC continuity, it was initially known that Prince Adam was in fact He-Man, leading the Masters of the Universe against the forces of evil. Skeletor was present the first time Adam invoked the power.

On a couple of occasions, He-Man made his way to the Forge of Grayskull, where he recreated the Sword of Power. This re-creation changed the look of his armor and prepared him for new threats, including the moving invasions of Eternia and the threat of King Hiss.

King Hiss attempted to take over Prince Adam's body but was defeated by the great internal strength and will of He-Man. After reclaiming his body from King Hiss, Adam returned to the Forge of Grayskull and transformed once more into He-Man. Now clad in magnificent gold armor and a golden helmet, He-Man became the Master of Eternity.

He-Man then confronted Skeletor, who had become Master of Death, and appeared to defeat the villain once and for all. In doing so, He-Man freed the entire universe and restored Castle Grayskull. As the new king and ruler of an unknown future, He-Man displayed great selflessness and decided to share the Power of Grayskull with those who would become Masters of the Universe.

[illegible]



[illegible]

HEROLI

1985 [illegible] POP ANIMATED SERIES

Heroli and her husband, Pellan, were farmers in the village of Manilaville. Their grain was stolen by the Horde. When Heroli and her husband were also captured by the Horde, their daughter Lamsa sought help.

HE-RA

2008 MOTU CLASSICS
The daughter of He-Ro's son and King Grayskull's daughter, and ancestral to the Twins of Power, He-Ra was a warrior who possessed the Sword of Power in ancient times. She once ventured into the Void, where she outsmarted King Hiss.

HERBO

1985 FILMATION POP ANIMATED SERIES
Herbo was the king of Herbonia. With his bushy locks, grey beard, and leafy collar, Herbo was an unusual figure to behold. His baggy floral pantaloons gave him a somewhat theatrical appearance. Though Herbo was stern in demeanor, he was wise and goodhearted.

HE-RO

TITLES
The Most Powerful Wizard in the Universe
Mouth Cosmic Warrior

OTHER NAMES
Grey
Ro

WEAPONRY
Staff
Sword of He

AFFILIATIONS
King Grayskull's Masters of the Universe

SPECIAL ABILITIES
Sorcery

1988 MOTU MINICOMICS
The ancient Preternian known as He-Ro was the most powerful wizard in the universe. He fought against King Hiss and his Snake Men. Although He-Ro was mysterious, MOTU toy packaging revealed that he was connected to both He-Man and the Power of Grayskull, though the nature of those connections remained unclear. He attempted to master all the good magic of the Ancient Wizards in order to protect future Eternia from falling into evil hands. Wielding a golden staff, he channeled magic and performed miraculous spells. He-Ro's magic was so powerful that he was able to single-handedly send He-Man back to present-day Eternia with just a simple command.

[illegible]

2008 MOTU CLASSICS
The Classics canon, drawing from the lore provided in earlier media, recorded a new picture of He-Ro's backstory. A Cosmic Warrior, Ro received the magical Sword of He from the Overlords of the Trolsian Dimension on Trolla. They commanded him to go forth and combat evil. Armed with the sword and gleaming cosmic armor adorned with the symbol of the Temple of Power, Ro fought the Horde Empire. Threatened by Ro's power, Horde Prime infected him with a mind-sapping Techno-Organic Virus and cast him into a space vortex. Ro crashed onto the planet of Eternia.

When Eldor found Ro, unconscious and dying in a crater, he placed him in a mystic pool that drew the virus from his body but allowed Eternia itself to absorb it, making the planet a unique combination of science and sorcery. Although restored, Ro's memory did not return immediately, so Eldor adopted him and called him "Grey," after the brave reigning King Grayskull. He taught Grey to use the Book of Living Spells and a magic staff. In time, Ro relearned how to use the Sword of He and combatted the Snake Men, becoming He-Ro. Eventually, Hordak and the Evil Horde followed Ro and began their own campaign to conquer Eternia. Feeling partly responsible, He-Ro swore he would help defend Eternia from all evil.

During the Great Wars, He-Ro utilized Tadar Lady's as his flying steed. He also brought many foundlings to Eldor's cottage, much to the old wizard's chagrin. One such foundling was a time-traveling Prince Dare from the future. While sharing many adventures together fighting the Snake Men, the two wizards taught Dare magic and combat skills to help him earn the title of hero and return to his own time.

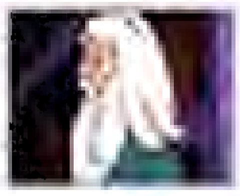
Later, a younger version of Dare's own father, He-Man, also traveled to Preternia and fought alongside He-Ro. Together they took part in the ultimate Battleground, a deciding battle of the Great Wars where He-Ro sacrificed himself to save King Grayskull. Before he died, he deemed his friend King Grayskull worthy of wielding the Sword of He. He-Ro's spirit later revealed to He-Man and She-Ra that he not married King Grayskull and Veena's daughter, thus making He-Ro the twins' ancestor.

2013 DC MOTU COMICS
Incorporating other departures, the 2013 DC comics established He-Ro as the lone surviving son of King Grayskull and Queen Veena. He led the resistance against Lord Arn and the Gar after his father's death. Upon recovering the Sword of Power, he and Eldor chose to hide it away until destiny revealed the rightful heir.

[illegible]

HE-RO II: SEE DARE

HERON



1985 FILMATION POP ANIMATED SERIES
Heron was a soft-spoken, bespectacled hermit at the crescent Library in the Valley of the Lost. He guided warriors through the library.

HE-SLAVE

AFFILIATIONS
Evil Mutants

WEAPONS
Sword

SPECIAL ABILITIES
Powers equal to He-Man's

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
He-Slave was the name given to an evil clone of He-Man created by Skeletor. His powers were equal to those of He-Man, and it was Skeletor's hope that He-Slave could finally destroy his enemy in battle.

Rather than call upon the Power of Grayskull or Eternia, He-Slave intoned "By the power of Skeletor . . . I have the power!"

He-Slave wore armor emblazoned with Skeletor's insignia and could anticipate He-Man's every move. His sword resembled the Sword of Power, but its handle was patterned after Skeletor's staff. When He-Slave was unable to defeat He-Man, Skeletor grew tired of waiting and attempted to destroy them both. He-Slave then turned against his master and sacrificed his life to try to destroy him.

HEXON

SPECIAL ABILITIES
Sorcery

[illegible] FILMATION MOTU ANIMATED SERIES
Hexon was an evil wizard who sought to become the ruler of the Kingdom of Zerdon. He possessed nearly limitless magical abilities. His skin was sky blue.

HISSER

AFFILIATIONS
Space Pirates

SPECIAL ABILITIES
Projecting laser blasts from hook

[illegible] FILMATION MOTU ANIMATED SERIES
Hisser was one of Dirty Fingers' Space Pirate crew. A lizard-like humanoid, he [illegible] hunched over, wore traditional pirate clothing, and had a hook in place of his right hand. He could project laser blasts across great distances from his hook.

HOGART

AFFILIATIONS
Ice Trolls

SPECIAL ABILITIES
Superhuman strength

[illegible] FILMATION MOTU ANIMATED SERIES
The fearsome Hogart was the leader of the Ice Trolls. Impulsive, he would attack anyone who invaded his territory. He and his warriors were extremely protective of Dramonya. When asked if he spoke the tongue of Eternia, Hogart declared that his tongue was the tongue of Eternia.

HOOVE

AFFILIATIONS
Evil Mutants

WEAPONS
Blaster

[illegible]
Strength
Extra-forceful kicks

[illegible] [illegible]
Hoove oversaw the cosmic mines in the Rogue Mountains of Denebria. He was as stubborn as a mule and kicked like one. His leg was engineered with blasters to make his powerful kicks even more dangerous.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Hoove was a vicious but intelligent member of the Mutants. He had a station on the bridge of the Mutant Mothership which enabled him to make computations regarding Flogg's battle plans. His primary mode of attack was to deliver powerful kicks with his hooved feet.

Hoove was especially cruel; he took great pleasure in the suffering of others and enjoyed taunting the people of Primus. More intelligent than most of his fellow Mutants, he was often Skeletor's selection to take command of assaults. Frequently he was partnered with Karatti, forming a combination of brains and brawn.

Hoove played an important role in the Games, a series of challenges between the Mutants and the Galactic Guardians organized by the mysterious Rykka and Windor. After being chosen as part of the Mutant team, he received a weapons upgrade from the Blacksmith of Cimlos which allowed him to grow his hands and feet to huge sizes and deliver more powerful blows to his opponents.

HORDAK

TITLES
Ruthless Leader of the Evil Horde

OTHER NAMES
[illegible]
Tyrgan

AFFILIATIONS
Evil Horde
Monster Warriors

WEAPONRY
Crossbow
Arm Cannon
Staff
Spinning weapons / Bolt [illegible]
Sword of Horrors

SPECIAL ABILITIES
Shape shifting
Technopathy
Immortal magic

[illegible] MOTU MINICOMICS
The minicomics depicted Hordak as a ruthless and power-hungry tech[illegible] bent on universal domination. Combining science and sorcery, Hordak created [illegible] to do his bidding and commanded a massive army of Horde Troopers. Though he used magic, Hordak generally favored technology.

Hordak was an ancient being, and though little is known of his past, it was established that he'd participated in the construction of the Central Tower of Eternia many eons earlier.

Among the physical transformations he manifested, Hordak used his [illegible] power to [illegible] spinning, [illegible] shaped blade on the end of his arm. His arm also transformed into a cannon which could fire a [illegible]. When Hordak entered the Central Tower, a [illegible] weapon [illegible] that could [illegible] from his chest and [illegible] anything in its path. Hordak also developed a [illegible] shield that allowed him to deflect blows from his enemies. Though his former pupil [illegible] Skeletor [illegible] the door between Eternia and Etheria, Hordak and Skeletor occasionally formed uneasy alliances against their common foes.

[illegible]

[illegible] GOLDEN MOTU BOOKS
The MOTU Golden books shed some additional light on the [illegible] relationship between Hordak and Skeletor. When the Horde invaded Etheria, they discovered a powerful [illegible] called Etherianite. A young Etherian [illegible] to learn its secrets and Hordak took him under his wing. [illegible] to harness the Etherianite and was transformed into Skeletor, who then betrayed his mentor and fled to Eternia with plans to conquer that world for himself.

[illegible] LADYBIRD MOTU BOOKS
With only minor deviations from earlier depictions, Hordak ruled Etheria from within [illegible] and inside the Fright Zone.

[illegible] UK WORLD MOTU ANNUALS
Similar to other portrayals, the World annuals depicted Hordak's ability to transform his arm into a variety of weapons and objects, including a [illegible], [illegible], [illegible], circular saw, fan, and sword.

[illegible] GERMAN MOTU AUDIO PLAYS
The German audio plays had their own unique take on Hordak's history. While visiting numerous worlds, Hordak befriended the evil [illegible], who gave him a way to call and control the demon [illegible]. Later, he and his Horde returned to Eternia in secret and rescued Skeletor from certain death. Allying himself with his former pupil, Hordak assumed the role of Skeletor's consultant and right hand.

Hordak attempted to usurp Skeletor's authority on several occasions, but eventually gave in to the [illegible] Skeletor's plans and often hoped for their failure. Biding his time, he accepted Skeletor's command but plotted to [illegible] the [illegible] of Destruction once Eternia was conquered.

[illegible] GERMAN [illegible] CONDOR MOTU COMICS
Similar to other portrayals, Hordak resided inside the Fright Zone on a [illegible] world that was not Etheria. Upon deciding to

conquer Eternia, the Horde traveled there by way of a time gate that only Hordak could create. During the Horde's first encounter with the Masters of the Universe, he allied himself with Evil-Lyn. Hordak and Skeletor were bitter enemies.

[illegible]

1985 FILMATION POP ANIMATED SERIES

Early in his life, Hordak was trained in sorcery by the Etherian magician Noah Lobo; he rejected magic in favor of science and led the Horde Empire's attempted conquest of Eternia from his base of operations at Snake Mountain. Though the effort failed, Hordak managed to kidnap Princess Adora from the Royal Family of Eternia and escape to Etheria. He left behind his favorite pupil, Skeletor. Hordak, along with Shadow Weaver and Shokoti, raised Adora as a member of the Evil Horde in the Fright Zone on Etheria. Although cruel and feared, he hid his evil side from Adora and showed fatherly affection to her.

He returned to Eternia many years later in pursuit of Adora, whom he considered a traitor after her defection to the forces of good. He briefly succeeded in recapturing her, but Skeletor and his men threw Hordak back through the portal to Etheria.

Hordak was frequently betrayed by his various henchmen, some of whom sided with his former student Skeletor. On the other hand, he was cruel to his men, often dropping them through trap doors. Hordak and Skeletor maintained a mutual enmity throughout the Filmation animated series. Only Imp was loyal to Hordak, and the pair were shown to have a close but trusting relationship.

[illegible]

1986 MARVEL STAR MOTU COMICS

While Hordak was portrayed much as in other media, the Marvel Star comics showed another side of his character. When both he and He-Man suffered amnesia, the pair formed a strong alliance and friendship. After regaining his memory, Hordak had the opportunity to destroy He-Man and intentionally missed his shot in an apparent show of respect. The former friends subsequently parted ways.

1986 MOTU NEWSPAPER STRIPS

Though the newspaper strips' portrayal of Hordak was consistent with his depiction in the Filmation animated series, Hordak spent more time in Eternia's distant past as the cloaked and hooded Tylgal. He attempted to mine the powerful mineral Polycorium, which had been used to build Castle Grayskull, and transport it to Etheria, thus preventing the castle's construction.

1986 UK MOTU COMIC MAGAZINES

The UK comics expanded on and explored several facets of Hordak's character from other media, giving them a unique twist. On his home world, the planet Academica, Hordak, second to Horde Prime and policeman of many worlds, taught students the ways of the Evil Horde. His pupil Skeletor convinced him that a dimension of science existed, and Hordak prepared to invade it. When undertaking this mission, Skeletor betrayed his teacher, leaving him stranded on a desolate moon, and Horde Prime sent Skeletor to invade Eternia. Determined to exact revenge on Skeletor, Hordak built a Teleportation Machine and eventually followed Skeletor to Eternia, accompanied by his henchmen.

Hordak despised magic, preferring to wreak havoc via scientific means. With his scientific genius, Hordak built a plethora of machines and created the weapons Snout Spout, Extendar, and Dragstor, although only the latter remained in his servitude. Though initially unable to shape shift on Eternia, Hordak was able to unleash blasts of energy from his hands and teleport himself and others. He maintained two distinct bases of operation: the Fright Zone on Eternia and Doom Town (also referred to as the Fright Zone) on Etheria.

1986 UK POP COMIC MAGAZINES

Expanding the story of Hordak's conquest of Etheria from other media, the UK POP comics established that he had attempted to acquire Castle Bright Moon

many times before the arrival of She-Ra and was only able to conquer Etheria after combining his science with the magic powers of Shadow Weaver.

1986 UK TALES OF POWER MAGAZINE

When Hordak was sent to Eternia to collect one of the two halves of the Evil Sword, Horde Prime granted Hordak the shape shifting abilities he had enjoyed on Etheria. Hordak had been unable to transform on Eternia, thanks to the proximity of Castle Grayskull, which limited his powers.

1987 GERMAN EHAPA MOTU COMICS

The German Ehapa comics portrayed Hordak as another threat to the planet Eternia who, while dangerous, was less powerful than Skeletor. He carried a crossbow but preferred his humorous weapons.

1987 POWER TOUR

During the Power Tour, it was revealed that Hordak assumed leadership of the Snake Men in ancient Eternia. No reference was made to King Hiss. Hordak wielded a magical staff which was identical to the ones used by the Evil Wizards of Blood. He claimed the wizards had no power over him.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

A powerful and unconventional, Hordak's role throughout the MYP animated series focused primarily on how his actions shaped Eternia's history. He defeated King Hiss and the Snake Men, he slew King Grayskull, and somehow his magic transformed Keldor into Skeletor.

After attempting to banish Castle Grayskull into the Dimension of Despondos during the time of King Grayskull, Hordak and his Evil Horde were imprisoned there themselves. Though a few attempts were made, most notably by Evil-Lyn, to release them, the Wall of Darkness and Hordak's beyond sanctuary were eventually destroyed, dashing Hordak's hopes of Eternian conquest.

2008 MOTU CLASSICS

In its attempt to meld conflicting continuities of Hordak into a cohesive narrative, the Classics canon provided new details about his life. The second son of Sefirus Kor, the Horde Lord, Hax Tor Kor studied both magic and technology with his father and his older brother, Anillo Kor. Through a combination of both, the family made themselves and their servants nearly immortal. When the brothers assassinated their father, Anillo seized the throne as Horde Prime. Although submitting to his brother's authority, Hax Tor plotted to eventually steal the throne for himself. Concerned about Hax Tor's ambition, Horde Prime sent him away.

As Hordak, Hax Tor recruited many warriors into his service and led them to Eternia in pursuit of He-Ro. In a failed attempt to steal the Diamond from Eternia's core, he cast the Spell of Separation to break the world apart. The Ancient Procreator, guardian of the Diamond, to physically hold the planet together, but the spell created Eternia's Light and Dark Hemispheres.

Hordak's forces fought in the Great Wars against King Grayskull and the Snake Men until the armies formed a truce and built the Three Towers to share Eternia's magic. Hordak betrayed the alliance, and the conflict resumed in the

First Ultimate Battleground. Hordak ultimately killed He-Ro.

Hordak later defeated the Snake Men and turned his sights on King Grayskull. In their last battle, King Grayskull destroyed Hordak's body but not his spirit. King Grayskull then banished Hordak and the Horde into the Dimension of Despondos. Before he left his universe, Hordak managed to mortally wound King Grayskull.

Unable to return to Eternia for centuries, Hordak, in an incorporeal form, took on Prince Keldor as an apprentice. When Keldor was mortally wounded, he promised to set Hordak free in exchange for saving his life. Hordak combined him with Demo-Man, thus creating Skeletor.

Hordak's armies invaded Etheria, a peaceful haven amid the chaos of Despondos. Hordak invaded the planet and overthrew its reigning monarchs, ruling it successfully for many years. As Hordak's grip on Etheria weakened with the appearance of She-Ra, Shadow Weaver discovered a Laser Gate portal leading back to Eternia, where Evil-Lyn had made a provision for their invasion.

Hordak returned to Eternia with his full army and deposed a now-ruling Skeletor. Scattering Skeletor's allies and forcing the Snake Men into hibernation, he built a new Fright Zone from which to oversee the invasion of Eternia. He also set his attention to returning to Horde World and overthrowing his brother.

When the Three Towers rose from Subternia, Hordak attempted to steal the secrets of time travel from Central Tower. Lacking the Cosmic Key to control the energy of Central Tower, his body was mutated; he was now able to exterminate his enemies with a buzz saw that launched from his chest. Believing himself invincible, Hordak recruited the Snake Men and fought in the Second Ultimate Battleground, facing the combined forces of He-Man, She-Ra, and Skeletor. Hordak met his end at the hands of his former pupil Skeletor. But before he died, Hordak grievously wounded Skeletor with one final buzz saw attack.

2012 DC MOTU COMICS

The 2012 DC comics offered a version of Hordak's backstory with some significant deviations in the details. Millions of years old, Hordak murdered his own father, Horde Prime, and took his skull as a grisly prize. With this mystic skull by his side, he consumed the souls of all but one of the thousands of Cosmic Enforcers during an apocalyptic battle on Horde World. While Hordak's first victim was his own father, his voracious appetite for souls extended beyond the Cosmic Enforcers to millions of his fellow Hordesmen. Like a cosmic vampire, he absorbed their life energies into himself, augmenting his own power.

During his invasion of Eternia, Hordak was physically killed at the hands of King Grayskull using the Sword of Power, but his spirit remained.

The Horde were banished to the Dimension of Despondos and conquered Etheria. King Grayskull magically made sure Hordak could not enter Eternia without the blood of Grayskull. Hordak, weak and unable to take physical form, bided his time for centuries. He feasted on the souls of the Etherians in order to gain strength and power. He gathered a massive army and saved the dying Keldor, turning him into Skeletor in exchange for kidnapping Adora. He made an ultimate soldier of Adora, forged in his own image as Horde Enforcer. After she broke the Horde's spell and reunited with her brother, Hordak was still able to acquire He-Man's blood, thanks to Tri-Klops and Adora (who was enchanted by an uncontrollable dagger), and regained his physical form.

With Grayskull's bloodline being the key to the Powers of Grayskull, Hordak forged the Sword of Horokoth in the fires of the Starseed. He was able to harness the Eyes of Grayskull and trapped Eternia for a time. Hordak was betrayed by Evil-Lyn and killed by Skeletor.

DISGUISES

DREAM MISTRESS

SHADOW JESTER

HORDE LORD

2014 MOTU CLASSICS

The Horde Lord Sefarus Kor was the first galactic ruler and tyrannical founder of the Horde Empire. He and his generals learned how to use technology and newly discovered magic to give themselves and their favored minions unnaturally long lives. He ruled the galaxy through fear and intimidation for centuries, until his sons employed dark magic to assassinate him.

AFFILIATIONS
Evil Horde

HORDE PRIME

TITLES
Supreme Ruler of the Horde Empire

OTHER NAMES
Anilis Kur
Horde Supreme

AFFILIATION
Evil Horde

WEAPONRY
Crossbow
Staff

[illegible] FILMATION POP ANIMATED SERIES
Horde Prime was the supreme ruler of the Horde's intergalactic empire. He was stationed on Horde World, an asteroidal planet far from Etheria, and communicated with his minions via a view screen. His dominion was total on every world of the empire save Etheria, thanks to the arrival of She-Ra—a fact for which he held his brother Hordak personally accountable. He treated everyone, but especially Hordak, with contempt. Skeletor and Hordak appeared to both respect and fear Horde Prime.

Horde Prime's physical form was shrouded in mystery; he only appeared as a murky cloud of smoke that revealed a single enormous fist. On one occasion it was stated that he had two of everything, including minds.

[illegible] UK THING OF POWER MAGAZINE
The UK comics established their own backstory for Horde Prime. Having founded the Horde Empire with the aim of either conquering or destroying the universe, Horde Prime most desired to capture the planet Eternia, where Castle Grayskull was located. Horde Prime wanted the secrets and powers necessary for him to become Master of the Universe. Using both Hordak and Skeletor as chief warlords in charge of conquering Eternia, and later Etheria, Horde Prime observed the battles from his space station. Aboard this station, he traversed the cosmos, selecting worlds to conquer and recruiting new warriors to the Evil Horde. The UK comics made it very clear that Horde Prime was the true lead villain of the saga and gave him a physical appearance unique among all media. His face was reminiscent of a catfish, and he wore a helmet which was adorned with cockroach-like antennae.

[illegible] MOTU CLASSICS
The Classics canon created a more complete biography for the ruler of the Horde Empire. Anilis Kur was the eldest son of Horde Lord, founder of the evil galactic Horde Empire. After the family had combined technology and magic to unnaturally extend their lives, Anilis and his brother, Hordak, overthrew their father and Anilis seized the throne. Renaming the tyrannical Horde Prime, he began a conquest of the universe, systematically wiping out his enemies. He infected his archenemy, the Cosmic Warrior Ra, with a Techno-Organic virus and cast him into a portal leading to the remote planet of Eternia.

Fearing his brother might attempt to overthrow him, Horde Prime sent Hordak to Eternia on a fool's errand to ensure Ra's death. Horde Prime inadvertently lost Hordak to Eternia and the powerful Starseed.

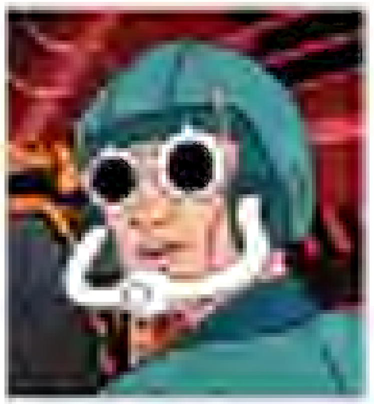
Horde Prime ruled his time on Horde World while the conflict on Eternia played out over the next five thousand years. During this time, he broke the Kaydax Crystal and shattered the barriers between dimensions. This allowed the Unnamed One to send his forces to Etheria through a crack in space-time.

After the Galactic Protectors and the Space Mutants joined forces against the Horde, they made their way to Horde World, where She-Ra fought Horde Prime alone. She demolished the armor that had prolonged his life. Because of his unquestionable evil, She-Ra made an exception to her vow to protect all life and slew Horde Prime. Though she vanquished him, his dark soul latched onto her and bound itself to her armor, remaking her into Despara. When She-Ra was freed from the shell of Despara by Orko, the Trollan wizard trapped Horde Prime's soul in a jail gem.

[illegible]

[illegible] DC MOTU COMICS
Similar to other canons, Horde Prime was Hordak's father and the supreme leader of the Horde Empire; his mere name struck fear throughout the cosmos. Hordak murdered him to take the throne as a trophy. Hordak kept Horde Prime's skull, which possessed mystical powers and became known as the Skull of Power.

HORDE TECHNO



AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
Clad in a technologically advanced costume, the Horde Techno was a humanoid being in the Fright Zone. The Horde Techno was permanently fixated on a monitor.

HOVAR

SPECIAL ABILITIES
Vast knowledge of Eternian history

[illegible] FILMATION MOTU ANIMATED SERIES
Hovar was the Royal Historian; he researched Eternian history to aid King Randor. Together with his son Justin, Hovar was stationed on Sellos Island to conduct an exploration of its ancient ruins. He and Justin were forced to defend their encampment against the dangerous animals of the island.

HOWIE (I)

[illegible] FILMATION SHE-RA ANIMATED SERIES
Howie was an Etherian human child. He and his friend Derek enjoyed playing with a Chuldra (a Pokémon-like alien) with Madame Razz.

HOWIE (II)

[illegible] UK MOTU COMIC MAGAZINES
Howie was a teenage boy who played kick-ball with other teenagers from the villages of Ev Town and Elven Post on Eternia.

HUGIL

SPECIAL ABILITIES
Composing terrible poems

[illegible] UK MOTU COMIC MAGAZINES
Hugil was a notable poet whom Orko encountered in a dream. He composed exceptionally terrible poetry that made Orko want to scream.

HUMAN ELECTRODE

SPECIAL ABILITIES
Generation of electricity

[illegible] FILMATION MOTU ANIMATED SERIES
The Human Electrode was a poorly-paid carnival performer who could produce electricity with his bare hands. He was short and wore a green costume with high-tech elements.

HUMANOID

AFFILIATIONS
Game Master's Service

SPECIAL ABILITIES
Hand-to-hand combat
Superior athleticism

[illegible] FILMATION MOTU ANIMATED SERIES
A reluctant slave of the Game Master, the Humanoid was a skilled fighter with four arms. Upon the Game Master's defeat, he peacefully returned home through a time corridor created by the Sorceress.

HUNGA

OTHER NAMES
Hunga the Harpy

AFFILIATIONS
Harpies

WEAPONRY
Staff wand

SPECIAL ABILITIES
Flight

[illegible] FILMATION POP ANIMATED SERIES
Hunga was the powerful and wicked leader of the Harpies of Talon Mountain. She had a bitter rivalry with Queen Angella which extended to Angella's family. Hunga held Queen Angella prisoner for many years, until her rescue by He-Man and She-Ra. Although evil, the Harpies despised the Horde's dominance and kept their activities confined to their own domain.

Hunga wielded a combination staff and wand with a crystal ball atop it. It could project blasts of energy and create poisons full of toxic sulfurs.

HUNTARA

TITLE
Courageous Sikasian Warrior

OTHER NAMES
Tiad

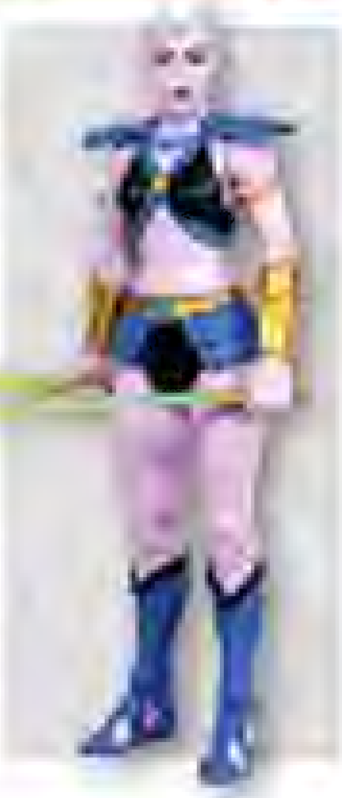
AFFILIATIONS
Great Rebellion
Masters of the Universe
Sikasians

WEAPONRY
Laser swords

SPECIAL ABILITIES
Hunting and trapping
Hand-to-hand combat
Swordsmanship
Agility

[illegible] FILMATION POP ANIMATED SERIES
A mysterious and deadly warrior, Huntara traveled to Etheria from the distant planet Sikas. Sikasians were famous for being skilled combatants and among the best hunters and trappers in the universe. Huntara carried a variety of weapons, including exploding throwing stars and stun swords. She was swift and agile, using both brains and brawn in battle. She was tricked into serving the Horde to eliminate She-Ra, whom she was made to believe was evil. After learning the truth, Huntara left Etheria with the promise to return if the Great Rebellion needed assistance.

[illegible] MOTU CLASSICS
The Classics provided a few more details about Huntara. A muscular and dangerous bounty hunter, Huntara was once Tiad from Sikas, a planet in the Dimension of Despondos. She rose quickly into the highest class of hunters and was willing to take on almost any job, provided she was well paid. Sikasians prided themselves on a sense of good and evil, and so she joined She-Ra and other members of the Great Rebellion in the Third Ultimate Battleground.



HYDRANIA

1987 GERMAN EHAPA MOTU COMICS
Hydrania was the daughter of Hydron. She was believed to have been killed years ago by the Red Shan, so Hydron was amazed when his missing daughter was found alive and lying dormant in a space capsule. After awakening and being brought to Primus, Hydrania claimed that she had lived several years on the faraway Earth. However, and very sadly for Hydron, this Hydrania was revealed to be Bratt, who had disguised himself as Hydron's long-lost daughter in order to infiltrate the Galactic Defenders.

HYDRON (I)

1988 UK POP COMIC MAGAZINES
Not to be confused with the Galactic Guardian Hydron was an alien creature from the planet Oceanus, an enormous water world. He traveled the universe stealing water from other worlds to increase his own power. His services were enlisted by Hordak in a scheme to steal the whole of Eternia's oceans, leaving the planet dry. Hordak promised Hydron the Rebel Princess in return, but when Hydron realised Hordak would not keep his part of the bargain, he broke the alliance and returned Eternia's water before traveling back to his home world.

HYDRON (II)

TITLES
Galactic Guardian Leader

OTHER NAMES
Daniel Rippon Jr.

AFFILIATIONS
Galactic Guardians
Galactic Protectors
People of Primus

WEAPONS
Spearing laser gun
Trident gun

SPECIALTIES
Piloting
Underwater expertise

1986 UK WORLD MOTU ANNUAL
Hydron was a Space Sea Commander from the domed underwater city of Orca located beneath the Guardian Sea. His equipment and weapons were well suited for underwater and space combat.

1986 GERMAN MOTU AUDIO PLAYS
Hydron also was known as the Lord of the Seas. Originally, he was the ruler of the water planet Abroyen, until dark forces led by Triple assaulted his home world. Suspicious about mysterious radio signals from outer space, Hydron led a raid of the starship when Darius anchored it on Eternia. After his friends and He-Man were imprisoned inside the ship's cell, Hydron freed them. He then told He-Man about Dracelia's Crystal Needle and the need to stop Skeletor from obtaining its powers.

1987 GERMAN EHAPA MOTU COMICS
In the German comics, Hydron was a man plagued by sadness because his whole family had been killed years ago by the Red Shan. He worked together with the Galactic Guardians, hoping to one day track down the villain.

1989 US NA MINICOMICS
Confident, assertive, and respected, Hydron was the captain of the Galactic Guardians. He and Flipshot were the pilots who went back in time to find the legendary hero He-Man.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The New Adventures animated series provided both similarities to and differences from other depictions of Hydron. As the captain of the Starship Eternia and commanding officer of the Galactic Guardians, Hydron served as He-Man's second in command. From Primus's underwater city of Sena, Hydron was the only member of his family to leave for the surface, where he enrolled in the Primus military.

Along with his friend Lieutenant Flipshot, he was chosen by Master Sebrian to take the Time Tunnel to the past to find the power of the good and the way of the magic.

Hydron, nicknamed "H" by the Lords, took a no-nonsense approach to his command. He ran a tight ship and was often frustrated by the boastful antics of Lieutenant Flipshot. His breathing apparatus and helmet enabled him to breathe both underwater and in space. He wielded a three-pronged trident gun which could shoot laser and water blasts. His weapons and armor were later upgraded by the Blacksmith of Greka, who fitted him with a large hand claw to grab enemies and swim through water at incredible speed.

2014 MOTU CLASSICS
The Classics canon both drew from earlier media as well as made substantial changes to Hydron's backstory. Captain Hydron, also known as Daniel Rippon Jr., was the space sea commander of the Galactic Protectors from the domed city of Orca on Primus. He was selected by Darius to locate the legendary Tome of Power. Hydron and his lieutenant, Icarius, arrived on Eternia shortly after the end of the Second Ultimate Battleground. They recruited He-Man, She-Ra, and several of the Masters of the Universe to follow them to the Tri-Solar System to fight the Space Mutants who had defected from the Horde and joined Skeletor.

IANDIR

TITLES
Ice Empress

SPECIAL ABILITIES
Snow and ice powers
Control over ice and sleet
Control over snow sharks

1986 MOTU NEWSPAPER COMIC STRIPS
One of the greatest and most fearsome rulers in Eternian history, Queen Iandir ruled the planet in its distant past. Known as the Ice Empress, she possessed magical ice powers along with an icy disposition. The beautiful queen comported herself with a regal bearing and wore the clothes of an aristocrat. She was arrogant, prideful, and very unpleasant.

Long ago, Iandir was imprisoned within a large iceberg, remaining in a comatose state for millennia. She was freed during He-Man's era and quickly resumed her wicked ways. She later accepted Skeletor's offer of assistance in reclaiming Eternia.

Iandir wielded formidable ice-based powers, creating both localized and widespread snow and ice effects. She could conjure snow-filled whirlwinds, cause terrible ice storms, and project sharp icicles from her fingertips. Furthermore, she could magically control certain animal minions, including snow sharks and ice spiders, the latter of which had gone extinct twenty thousand years earlier but re-appeared upon Iandir's return.

ICE LORD

SPECIAL ABILITIES
Creating freezing temperatures
Projecting shards of ice

1983 FILMATION MOTU ANIMATED SERIES
The Ice Lord was a strong-willed warrior in the Region of Ice. Determined by nature, he would do anything to free his daughter Snowflake from Skeletor's clutches. He was fooled into believing Orko was He-Man.

ICER

TITLES
Evil Master of Cold

OTHER NAMES
Iceed

AFFILIATIONS
Evil Warriors

WEAPONRY
Ice pick

SPECIAL ABILITIES
Creating freezing temperatures
Transforming body's molecular structure

1983 FILMATION MOTU ANIMATED SERIES
Icer was an overly confident spy for Skeletor at Eternia's Weather Station in the ice regions. The mere touch of his hand could freeze any object or individual. He could merge his body with ice walls and camouflage himself. He could also convert his body into liquid to slip under doorways. His body appeared to have been made of living hard ice. Warm temperatures appeared to be his greatest weakness.

2014 MOTU CLASSICS
Icer, also known as Iceed, came from the tundras of Säla, a domain of the Kolataks in the Ice Mountains. Skeletor enlisted him into the ranks of the Evil Warriors because of his lack of agents in the North.

ILENA

1983 FILMATION MOTU ANIMATED SERIES
Ilena was the beautiful and delicate, almost frail, daughter of Zibbor. Lacking confidence and wishing to be more like Teela, Ilena became dependent upon a dragon-like disguised wizard [illegible]. She eventually captured [illegible], with help from He-Man, and discovered that she possessed more courage than she'd realized—she just needed to believe in herself!

ILLUMINA

AFFILIATION
Unnamed One

WEAPONRY
Double-bladed pole

SPECIAL ABILITIES
Transformation

2015 MOTU CLASSICS
When the Time Agents and Mon'Ti Tauro combined their powers to send the Mighty Spector and Prince Dion into the past, the Unnamed One contacted his operative Illumina to intercept. She struck suddenly and battled the Mighty Spector. Illumina succeeded in killing Spector and tried to attack the young Prince Dion. The valiant He-Ro intervened and protected the prince. Illumina was transformed into a great white cat and fled into the jungle.

[illegible]

IMP

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Flight
Shape-shifting
Spying

[illegible] LADYBIRD BOOKS
In a deviation from the other canons, Imp was not a single character in the Ladybird books. There were many Imps, and they all served Hordak as spies.

[illegible] FILMATION POP ANIMATED SERIES
Imp was a talking blue pig-bat creature and Hordak's loyal pet. He could do no wrong in his master's eyes but was heartily disliked by all the Hordesmen. Extremely immature, Imp relished tattling and antagonizing.

Able to transform into anything he wished, Imp made an excellent spy. He wore a video communicator so he would stay in constant contact with Hordak. He spied on both the Great Rebellion and the Horde. Any information he gained would soon be whispered into Hordak's ear.

[illegible] MARVEL STAR COMICS
Imp appeared by Hordak's side when an invading fleet arrived on the planet Eternia. He would later be depicted as a bright pink creature. In both of these appearances he did not have any fingers or thumbs.

[illegible]

[illegible] DC COMICS
After the Horde takeover of Eternia, Imp was given the title of Lord. Lord Imp was given jurisdiction over Eternos and the Eternian Royal Palace during the Horde occupation.

INDESTRUCTIBLE ROBOT

SPECIAL ABILITIES
Indestructibility
Great strength
Shooting laser beams from eyes

[illegible] [illegible] COMICS
Many centuries ago the Indestructible Robot came to Eternia from outer space. Upon landing on the planet, the large automaton began destroying everything in its path. With its indestructible body, its great strength, and its ability to shoot beams from its eyes, the robot caused panic to spread throughout Eternia. It took the combined effort of all of Eternia's heroes to battle the robot, though many of these heroes were killed in the struggle. Ultimately, they succeeded in throwing the violent machine into the then-dormant Sabre Volcano. Magicians then magically sealed the robot within the volcano.

Centuries later, the Sabre Volcano became active again and erupted. This allowed the Indestructible Robot to escape into present-day Eternia and start the rampage anew. Even He-Man's repeated assaults could not stop the robot, though Man-At-Arms, having deduced that the robot was from outer space, fortunately sent a signal into the cosmos which summoned a craft sent by the Indestructible Robot's creators. Unable to stop the robot, He-Man succeeded in forcing the automaton into the craft and sent it back into space.

INSECT MAN

AFFILIATIONS
Game Master's Slaves

SPECIAL ABILITIES
Mind-to-mind contact
Agility

[illegible] FILMATION [illegible] ANIMATED SERIES
One of the Game Master's warrior slaves, Insect Man was a skilled combatant. He only spoke through chirping sounds. After the defeat of the Game Master, he peacefully returned home through a time corridor created by the Sorceress in Castle Grayskull.

INSPECTOR DARKNEY

AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
Sent from Horde World on an inspection tour of Etheria, Inspector Darkney was as much of a threat to Hordak as the Great Rebellion. He was extremely clever, calculating, and arrogant, and could easily identify treachery. As Horde Prime's aide, Inspector Darkney wielded immense power within the Horde.

IRON MASTER

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Super strength

[illegible] LADYBIRD BOOKS
The Iron Master was a giant robot built by Skeletor and his Skeleton servants. It was constructed with the purpose of stealing He-Man's Power Sword. However, when the Iron Master succeeded in its quest, it grew sweet-hungry, and rather than deliver the sword to Skeletor, it attempted to claim its power for itself. But when the Iron Master held the sword aloft in triumph, the sword was struck by lightning, causing the robot to melt into useless junk.

JACOB

AFFILIATIONS
Widgets

1983 FILMATION MOTU ANIMATED SERIES
An elderly, curmudgeonly hermit who wanted nothing more than a solitary life on his fishing boat, Jacob had little interest in the lives of others. He became a hermit because people had continually let him down, and all who once knew him were gone. The love of the Widgets changed Jacob's personality. He became kindhearted and soon raised the Widgets as his new family. Jacob became mayor of the Widgets after he saved their home.

JARVAN

SPECIAL ABILITIES
Sorcery

1983 FILMATION MOTU ANIMATED SERIES
Jarvan was an evil sorcerer driven by revenge against He-Man and King Randor for imprisoning him years before. Though he lacked physical strength and was hunched over with age, Jarvan possessed a mastery of sorcery and a talent for exploiting the weak. Jarvan possessed a magic ring that could be used to summon him and, when worn by someone else, allowed him to spy on their every move.

[illegible]

JADE

1983 FILMATION MOTU ANIMATED SERIES
Jade was the daughter of Jaxx and Jaeta. She was too young to walk and would often shout but one word to describe a situation. Like her parents, she was bear-like in appearance.

JARNE

1985 FILMATION POP ANIMATED SERIES
Jarne was one of the youngest citizens of the magical Etherian village of Brigis. When she disobeyed and wandered away from home, she almost threatened the safety of her village. She was even delivered to Hordak when she was a prisoner within the Fright Zone.

JASON (I)

1985 FILMATION POP ANIMATED SERIES
Jason was a young boy who assaulted a Horde Trooper that was taking away the family horse, Whitey. The boy's father was mistreated by Force Captain Adora.

JASON (II)

AFFILIATIONS
Evil Horde

1985 UK MOTU MAGAZINE
As a small child, Jason was found in the forest by Horde Troopers and taken to Hordak. Raised in the Fright Zone, he knew nothing of the outside world. Despite this, he was a kindhearted boy. She-Ra and Bow eventually helped him find his parents. Afterward, he renounced his allegiance to the Horde.

JAWBREAKER

SPECIAL ABILITIES
Transforming hands into weapons

1983 FILMATION MOTU ANIMATED SERIES
Jawbreaker was The Slavemaster's hulking and dull-witted robotic henchman. He fetched workers for the Slavemaster's mining operations. Jawbreaker had a variety of weapons for capturing his prey.

JAYMAR

[illegible] FILMATION MOTU ANIMATED SERIES
Jaymar was a villager tricked by Evil-Lyn into unleashing the Creeping Mists on the Royal Palace. He and his father, Old Zeb, made amends by retrieving the Spellstone from Evil-Lyn. Jaymar was [illegible] to [illegible].

JED HANSEN

[illegible] FILMATION MOTU ANIMATED SERIES
A villager from [illegible], Jed Hansen was a large gentleman with long hair dressed in peasant robes. He spoke with a great deal of purpose.

JEETA

[illegible] FILMATION MOTU ANIMATED SERIES
Jeeta was the kind-hearted and soft-spoken wife of Jawa. Like her husband and her daughter, Jade, she was bear-like in appearance.

JEREMY

[illegible] FILMATION MOTU ANIMATED SERIES
Jeremy was Prince Adam's spoiled, selfish, know-it-all cousin with a natural talent for causing trouble. During his stay at the Royal Palace, he offended everyone he met with his arrogance and rudeness. After unwittingly helping Evil-Lyn and [illegible] attack Castle Grayskull, he aided He-Man in saving the day. He learned the error of his ways and apologized for his behavior.
[illegible], Jeremy could throw a Magneto Boomerang with amazing accuracy.

AFFILIATIONS
Royal Family of Eternia

SPECIAL ABILITIES
Throwing a Magneto Boomerang with accuracy

JET PAK

AFFILIATIONS
Defenders of [illegible]

WEAPONRY
[illegible]

SPECIAL ABILITIES
Flight

[illegible] MOTU CLASSICS
Jet Pak defended the Temple of Power when He-Man and Skeletor were teleported to [illegible]. He [illegible] He-Man and flew him and the other defenders into battle against the Revenge Squad.

[illegible]

JEWELSTAR

SERIES
Hidden Beauty

OTHER NAMES
[illegible]

AFFILIATIONS
Star Sisters
Great Rebellion

WEAPONRY
Star wand

SPECIAL ABILITIES
Conjuring protective jewel armor

[illegible] FILMATION POP ANIMATED SERIES
Very little was known about Jewelstar, one of the Star Sisters, alongside Starla and Tallstar. A seasonal, white-haired beauty, Jewelstar sported a glamorous costume that featured elements of a jewel.

[illegible] UK POP MAGAZINE
Jewelstar was one of the Star Sisters, alongside Tallstar and Starla. The UK POP magazine revealed that she was the youngest Star Sister. She could transform herself into the shape of a glistening crystal and reflect light to blind and confuse her enemies.

[illegible] MOTU CLASSICS
Crysenia, known as Jewelstar, and her sisters became the targets of an evil sorceress jealous of their youth and beauty. The evil sorceress trapped them and their pet Glowbird in a shooting star and sent them hurtling across the universe.
Eventually, the sisters crashed on Etheria. She-Ra discovered them hidden beneath a layer of snow. When freed, the sisters joined the Great Rebellion out of gratitude. Jewelstar and her sisters eventually left Etheria with She-Ra to stop Hordak during the Second Ultimate Battleground on Eternia.
Jewelstar could conjure a protective armor of gems for herself.

SEE ALSO: [illegible]

JITSU

BIO: Evil Master of Martial Arts

OTHER NAMES: Chopper

AFFILIATIONS: Evil Warriors, Minion Warriors, Dragons of the East, Dragons of Evil

WEAPONRY: Metal hand, Katana, Longsword, Cybernetic gauntlet

SPECIAL ABILITIES: Superhuman speed, Martial arts, Expert swordsmanship

1983 FILMATION MOTU ANIMATED SERIES

Appearing in only a single episode of the Filmation animated series, Jitsu was an obedient and nondescript henchman for Skeletor. He came out on the wrong end of a confrontation with Ram Man.

> [illegible]

1983 MOTU MINICOMICS

Portrayed as an expert martial artist in the minicomics, Jitsu delivered vicious karate chops to his enemies with his massive golden right hand. Jitsu was stealthy and enjoyed sneaking up on unwary opponents.

1983 GOLDEN MOTU BOOKS

The Golden books established Jitsu as Fisto's archenemy, and he was frequently seen riding the cybernetic horse Night Stalker.

1984 GERMAN MOTU AUDIO PLAYS

The audio plays portrayed Jitsu as a samurai and karate master who could attack his enemies soundlessly. He boasted that he killed his enemies with his bare hands.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Condor comics fleshed out Jitsu's character. A karate master, Jitsu came to the kingdom of Eternia from the Empire of the East as both a scout and ambassador. His true mission was to discover if an invasion would be worthwhile. He was quickly approached by Skeletor, who offered to act as a consultant and ultimately convinced Jitsu to engage He-Man in a competition of strength. Jitsu could judo chop rocks with his right hand and knock down trees with his head. After having lost the competition against He-Man, Jitsu left Skeletor to search for a more reliable consultant.

2008 MOTU CLASSICS

The Classics canon offered a new backstory. Jitsu was an intergalactic bandit serving time in the Prison Star space station when the wizard Keldor freed him. Grateful, Jitsu swore allegiance to Keldor, an oath he kept even after the mage's transformation into Skeletor.

Jitsu's skill in battle made him vital to many of Skeletor's military campaigns against King Randor, but Jitsu's archnemesis, Fisto, grievously wounded him at the Battle for Grayskull Bridge. The technical specialist Tri-Klops replaced Jitsu's damaged hand with a golden robotic gauntlet.

Jitsu remained in Skeletor's service until after the Second Ultimate Battleground. In the aftermath of Skeletor's departure from Eternia, Jitsu took possession of Snake Mountain and ruled Skeletor's former domain for many years, but King Randor's forces and the Cosmic Enforcer Sergeant [illegible].

Much later in life, Jitsu was recruited by the Unnamed One in an attempt to claim the Starseed. Even as an old man, Jitsu remained a formidable opponent for the Masters of the Universe in the Third Ultimate Battleground.

J'WILLA

AFFILIATIONS
Beast Warriors
Beast Protectors

SPECIAL ABILITIES
Leadership

1985 FILMATION POP ANIMATED SERIES
J'Willa was Tondy's father and leader of the Beast Warriors. He followed the traditions of his jungle tribe and often disagreed with his brother, Kong. After Kong sought out the Horde for aid, the brothers created a new tribe of Beast Protectors to care for the creatures of the jungle.

JOODDER

AFFILIATIONS
Heroic Warriors

SPECIAL ABILITIES
Scientific genius

1986 UK MOTU COMIC MAGAZINES
Joodder was a great Eternian scientist who turned his back on offers to work in palaces on his experiments. Preferring to work from his cottage deep in the Floating Forest, he sought complete solitude and privacy, devoting himself to scientific endeavors for the betterment of humankind. Most notable were the potions he created to shrink and enlarge people. After having his work stolen twice by Skeletor's forces, he relocated to the city where, among other things, he searched for a cure to Man-E-Faces' multiple personalities.

JOLLY KING

OTHER NAMES
Magical Toymaker

SPECIAL ABILITIES
Magically making toys

1986 UK POP COMIC MAGAZINES
The Jolly King, also known as the Magical Toymaker, was a loyal friend to children on Etheria. He would bring toys to them and spread joy and happiness every winter during the Season of Goodwill. He left a special scroll with Queen Angella that contained his own recipe for plum pudding that would fill everyone who feasted upon it with a portion of the Jolly King's happiness and generosity of spirit. The recipe came to symbolize the Season of Goodwill to the Etherians and was shared with the children every year.

JONNO

1983 FILMATION MOTU ANIMATED SERIES
Jonno, Chad's older brother, was a teenage boy who had received much praise. He was in line to receive King Randor's Boy of the Year award and, as a result, had an inflated ego. After becoming dangerously addicted to Count Marzo's Black Nightmare drug, Jonno recognized the error of his ways and made amends.

JOR KING

IMAGE COURTESY OF DC COMICS

AFFILIATIONS
Eternian Royal Guard

2012 DC MOTU COMICS
A member of the Eternian Royal Guard, Jor King conspired with Krone, Nadar Blak, and Mik Dyn to steal gold from a caravan. He and his comrades were betrayed by fellow conspirator Nadar Blak. When faced by He-Man at the caravan, Jor was quick to shoot at the hero, while others fled.

IMAGE COURTESY OF DC COMICS

JOSH

AFFILIATIONS
Great Rebellion

1985 POP MINICOMICS
A member of the Great Rebellion, Josh was a handsome young man who greatly enjoyed woodland picnics with his friends.

JOVA

1984 FILMATION MOTU ANIMATED SERIES
Jova was the representative of a bear-like race of people who joined Skeletor. He was husband to Narla and father to Jade. He stood bravely against Skeletor and resisted the Lord of Destruction's wrath.

JULIE WINSTON

AFFILIATIONS
Earthlings

[illegible] MOTU FILM
Julie Winston, a California teenager, and her boyfriend, Kevin, had the misfortune to find the lost Cosmic Key at the Lowellwood Cemetery while mourning her parents' graves. After this discovery caused them to fall prey to Skeletor's evil forces, Julie aided the Heroic Warriors in their quest to recover Gwildor's device and return them to Eternia. She heroically stepped in front of He-Man to protect him from Skeletor's magical assault. Julie fell sick from Skeletor's poison but was miraculously healed by the Sorceress when the Sorceress was freed from Skeletor's clutches. Gwildor sent Julie and Kevin back to Earth to a time before Julie's parents were killed. Upon her return to Earth, Julie was reunited with her parents and altered time to prevent their deaths.

JUSTIN

1985 FILMATION MOTU ANIMATED SERIES
The son of the Royal Historian, Rhosis, Justin and his father were stationed on Kalhar Island during a historical expedition. Justin was a brave young boy who helped his father defend their encampment against the many dangerous animals that inhabited the island. Though frightened by the threat from the animals, he was compassionate toward the creatures and refused to hurt them. Justin desired to be just like his father when he grew up.

KANDO

AFFILIATIONS
Widgets

SPECIAL ABILITIES
Leadership

[illegible] FILMATION MOTU ANIMATED SERIES
The leader of the Widgets, the gruff and commanding Kando was brave and fearless. He could make decisions quickly and had the sense to know when he was outmatched. He supervised his fellow Widgets, ensuring they were ready to defend their heavily fortified homes. He cared most for Squinch and Lana.

KARATTI

TITLES
Snow Barbarian/Mutant

OTHER NAMES
Stickel Yat

AFFILIATIONS
Evil Mutants
Space Mutants

WEAPONRY
Laser gun
Dagger
Blaster
Power knife

SPECIAL ABILITIES
Martial arts
Weaponmastership
Superhuman strength

[illegible] UK WORLD MOTU ANNUALS
Karatti was a skull-helmed Mutant from a distant region of Gorodonia whose fearsome karate blows made him a formidable opponent. Like most of the region's inhabitants, he was a cowardly fiend who would only attack those he believed to be weaker than himself.

One of Flogg's Mutant warriors, Karatti was one of the first to encounter He-Man. He was often partnered with his fellow Mutant Hunno. During the Mutant occupation of Primus, he was reported to have conquered the underwater city of Sansu. Later, he was the only one to see through He-Man's disguise when he infiltrated the Mutant Mothership.

Never one to back down from a fight, Karatti was one of the Galactic Guardians' most powerful adversaries, proving to be nearly a match for He-Man. Though he was sometimes seen with a blaster, his preferred weapons were his own two hands, skilled as he was in martial arts.

[illegible] ITALIAN MAGIC BOY MAGAZINES
In Karatti's first appearance in the Magic Boy comics, he looked completely different than he did in any other media. He was a large, helmeted brute with red, silver, and blue armor. Karatti appeared to possess great strength. In later issues, Karatti's appearance was altered to more closely reflect that of his action figure. Karatti once pretended to join a peaceful religious group in order to steal a powerful gem which could control a sea monster. He was a master of martial arts and, when he encountered Nocturna for the first time, announced: "Long have I wanted to measure my skills in karate with yours in kung fu."

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Karatti was a skilled Mutant fighter who possessed a good deal of martial arts training. He once even knocked the Sword of Power from He-Man's grasp during an encounter. Karatti displayed some degree of loyalty. When he noticed that a trooper didn't salute Flogg, Karatti demanded that the trooper show respect.

[illegible] MOTU CLASSICS
The Classics canon added little to the characterization. Stickel Yat, better known as Karatti, had a lifetime for ancient and wealth that made it easy for Skeletor to recruit him in a mutiny against the Horde.

KARG

TITLES
Mercenary

AFFILIATIONS
Evil Warriors

WEAPONRY
Hook

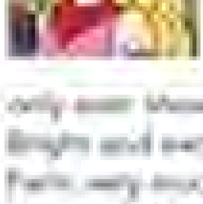
SPECIAL ABILITIES
Swordsmanship
Combat skills
Deductive reasoning

[illegible] MOTU FILM
Karg, under the authority of Skeletor, led a group of mercenaries to Earth to obtain the Cosmic Key prototype. A short and ghoulish half-man, half-Eternian creature, Karg had a hook for a left hand, flowing white hair, and somewhat regal attire. Karg's air of stern authority rendered him an effective commander for Skeletor's soldiers, but when in the presence of either Skeletor or Evil-Lyn, Karg was a coward and lied freely to cover his own failings. While apparently fiercely loyal to Skeletor, he remained with Evil-Lyn when Skeletor's defeat was imminent.

[illegible] UK MOTU MAGAZINE
Karg was a sinister Evil Warrior with a greenish pallor and a long mane of light hair. In place of a hand, a hook was attached to Karg's right arm. He was dressed entirely in black, which added an air of menace to his already ghastly appearance.

[illegible] MOTU CLASSICS
Karg served Skeletor as the twisted interrogator of Snake Mountain, where he creatively extracted information from the "guests." Karg was also a skilled bounty hunter, renowned for tracking his quarry with relentless determination. He developed a disturbing fascination with Lieutenant Andra, but was eventually defeated by her and sent to Prison Star.

KARIL



[illegible] FILMATION MOTU ANIMATED SERIES
Karil was a teenage girl with a romantic crush on He-Man. She theorized that he might have a secret identity, noting that he only ever showed up when there was trouble. Bright and excitable, she loved her boyfriend, Farin, very much, although her adoration of He-Man made him jealous.

KARN THE CONQUEROR

[illegible] UK MOTU COMIC MAGAZINE
Karn the Conqueror was an alien warlord who selected planets to invade across the universe based on the inhabitants' lack of intelligence, bravery and logic, which limited their ability to offer resistance. His robot servant, Glamo, piloted a shuttle and scouted worlds for their suitability.

KARTAN

SPECIAL ABILITIES
Mystical knowledge and wisdom
Transcendence of death

[illegible] MOTU NEWSPAPER STRIP
Kartan was an ancient mystic sorcerer-ruler of Eternia who was referred to as both "Kartan the Terrible" and "Kartan the King-Fiend." His underground tomb was located in the Far Wastelands of Eternia. In life, he commanded a nearly unstoppable army of Deathless Soldiers made of hard sand.

Although Kartan had died centuries before, he rose from his tomb in the presence of Prince Adam. Whether he was alive and merely resting within his tomb—or was one of the undead—was never made clear, but he was seemingly benevolent in nature and well aware that Prince Adam and He-Man were one and the same.

Kartan wore an elaborate tunic trimmed with geometric designs, along with an ornate crown.

KARYN

SPECIAL ABILITIES
Sorcery

[illegible] FILMATION MOTU ANIMATED SERIES
Karyn was the quiet, mild-mannered assistant of Mallek, the Wizard of Stone Mountain. Although reserved and unassuming, she possessed considerable magic abilities of her own. She secretly loved Mallek and was saddened by his failure to notice her affections due to his own unrequited love for Teela. Only when Mallek's life was threatened by the Spirit of Evil did she display the extent of her love for him. She offered her own soul in exchange for his, saving his life. Her own love for Mallek helped defeat the Spirit of Evil, and having discovered her love for him, Mallek finally returned her affections and the two began a relationship.

KATRIN

[illegible] MOTU NEWSPAPER STRIP
Katrin was a brave little girl from the village of Nach'iman. She and a disguised Sorceress were captured by the villainous Faultmaster, who imprisoned Katrin in a stalagmite.

KAY-LA

AFFILIATIONS
Masters of the Universe

WEAPONRY
Double-bladed sword

[illegible] MOTU CLASSICS
Kay-La was a warrior serving King He-Man as a Master of the Universe. She answered his call to defend Eternia and Castle Grayskull when Despara and her army of Skeletons attacked. She was among those safely transported to the caverns of Zalesia after the Unnamed One attacked and destroyed Castle Grayskull. Later, she fought in the Third Ultimate Battleground against the army of the Unnamed One.

KAY-LO

[illegible] FILMATION MOTU ANIMATED SERIES
Patient and persistent, Kay-Lo pursued a friendship with the insufferable Prince Jul. Eventually, the two became the best of friends.

KAYO

[illegible]: Tataur

[illegible]: [illegible]

[illegible]: Galactic Guardians, People of [illegible]

SPECIAL ABILITIES: Flying; [illegible] punch

[illegible] [illegible]
[illegible]

[illegible]

[illegible] [illegible] (COMIC)
Tataur was portrayed as a strong warrior who was almost equal to He-Man in strength. [illegible] Tataur and He-Man often undertook dangerous missions together.

[illegible] [illegible]
Kayo was the tough [illegible] Galactic Guardian known for his [illegible] knockout punch. He was also an excellent pilot and was generally seen [illegible]. Kayo wore a metal helmet with a grill of [illegible] on the front.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Kayo was one of the first recruits to the Galactic Guardians. He spoke gruffly and, while not particularly intelligent, was the most [illegible] of the Galactic Guardians. [illegible] the Blacksmith of [illegible], who [illegible] agreed to build them new weapons to match those of the Mutants. Kayo was upgraded with a new shoulder-mounted [illegible].

[illegible]

KECLAR

AFFILIATIONS: Elders of Eternia

SPECIAL ABILITY: Sorcery

[illegible] [illegible] OF POWER [illegible]
Keclar was the leader of the Elders of Eternia and one of the wisest and most powerful wizards on the planet. During the Snake Men's rule of Eternia, millennia before He-Man's time, Keclar and the Elders combined and concentrated their powers to defend the planet against the forces of evil.

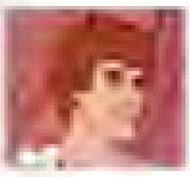
Keclar obtained a powerful [illegible] meteor from the skies above Eternia. Sensing the magic within the meteor, he used it to forge the two Swords of Power and [illegible] and prophesied that two champions would one day emerge and use the swords to defend Eternia and Etheria.

He carved a [illegible] from the [illegible] rock and used it to build Castle Grayskull, a fortress where the Elders' power would be focused and protected. Under Keclar's leadership, the Elders freed Eternia from King Hiss's rule and banished the Snake Men to the [illegible] Dimension. Keclar became legendary in Eternian history and, millennia later, [illegible] Prince Adam as the recipient of the Sword of Power.

KEEDER

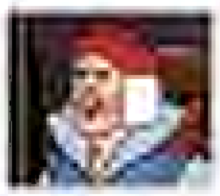
AFFILIATIONS: Great Rebellion

SPECIAL ABILITIES: Leadership



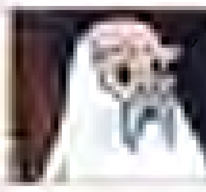
[illegible] [illegible] POP ANIMATED SERIES
Keeder was a determined young man who wanted nothing more than to make the Horde pay for their actions. Although he was only a member of the Rebels for a short period, Adora was so impressed with the dedication that [illegible] during her absence. It was revealed that he had been a [illegible] of the Horde [illegible], [illegible]. He was eventually reunited with his father.

KEEPER



[illegible] [illegible] MOTU ANIMATED SERIES
The Keeper was a cruel man who captured alien creatures from other worlds on his spaceship, exhibiting them as part of [illegible]. When his prisoners were released, he [illegible] for his life.

KEEPER OF TIME



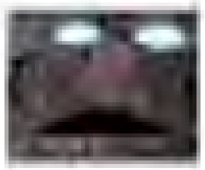
[illegible] [illegible] MOTU ANIMATED SERIES
Residing in Hourglass Mountain, the Keeper of Time regulated the Sands of Time. As old as time itself, he had long white hair and a beard. He wore a blue robe and spoke in a deep voice.

KELDOR: SEE SKELETOR

[illegible]

KETO

SPECIAL ABILITIES
Strength
Energy absorption



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Keto was a large, rock-like alien who crashed into the underwater city of Sirsar on Primus. He planned to drain all the energy on Primus so that he and his people could continue their travels across the galaxy. He did not care that the people of Primus would be destroyed in the process.

In reality, his mission was to seek out other life forms and determine whether they posed a threat to his people. When He-Man offered to give Keto his sword if he left, Keto was impressed by his nobility and agreed to leave Primus in peace.

KEVIN CORRIGAN

TITLES
Master Song Maker

AFFILIATIONS
Earthlings

SPECIAL ABILITIES
Musician

[illegible] MOVIE [illegible]
Kevin and his girlfriend, Julie, found the Cosmic Key prototype at the Lakewood Cemetery while visiting Julie's parents' graves. A typical American teenager, Kevin had aspirations of a music career after high school. Kevin took Gwildor's device, thinking it was a new kind of musical synthesizer. Later he was attacked at Julie's home by the Evil Warriors searching for the Cosmic Key.

Eventually, he joined Julie and the Eternians and assisted them in returning to Castle Grayskull. Playing an electronic keyboard to produce the tones needed to allow the damaged Cosmic Key to open a gate to Eternia, Kevin was instrumental in the liberation of Castle Grayskull. He was returned to Earth by Gwildor, to a time period before the death of Julie's parents. He tried to warn Julie, but she had already altered time and prevented her parents' deaths.

KING ARGO

AFFILIATIONS
Trolla

SPECIAL ABILITIES
Sorcery
Teleportation
Levitation

[illegible] FILMATION POP ANIMATED SERIES
King Argo was the ancient leader of the trolls of [illegible], a strong and powerful mage and a pillar of wisdom and experience. He remembered vividly the days before the Horde invasion, when he and his subjects were free to roam the land. He could recall age-old events in Etheria's past and used his knowledge to aid the Great Rebellion.

KING ALTRON

TITLES
King of Dimension X

[illegible] MOTU [illegible]
King Altron was the ancient ruler of Dimension X. He was an alien [illegible] being with pink skin and a green robe. He wore a headband like crown on his head. Altron heeded the urging of his counsel on [illegible] and captured He-Man and Skeletor. King Altron forced them to [illegible] battle so that he might witness the ultimate battle between good and evil.

KING ARCHIBALD

[illegible] FILMATION MOTU ANIMATED SERIES
A [illegible] [illegible] in the [illegible] and [illegible] from another [illegible], King Archibald was [illegible] by the combined efforts of Skeletor and [illegible].

KING BARDO

TITLES
King of the Dark Moon

[illegible] FILMATION MOTU ANIMATED SERIES
King Bardo ruled over the people of Eternia's poverty stricken Dark Moon. Barbaric and hostile, he was tricked by Skeletor into declaring war on the people of the Bright Moon, believing that their leader, Professor Orion, had attacked his kingdom. King Bardo halted his attack on the Bright Moon out of respect for Prince Adam when the latter persuaded him to reconsider his decision. After Skeletor's scheme was exposed, King Bardo formed a new treaty of friendship with Professor Orion and the Bright Moon.

KING BLOWER

SPECIAL ABILITIES
Control and manipulation of [illegible]

[illegible] [illegible] COMIC [illegible]
From within a gigantic ice cavern, King Blower ruled the Blower People, a race of miniature wind-[illegible] beings from another dimension.

KING BOREAS

SPECIAL ABILITIES
Hypnosis

1983 FILMATION HE-MAN ANIMATED SERIES
King Boreas was the courageous and good-natured ruler of the ice kingdom of Nivonia. He was born to help the other kingdoms on Eternia. He was the father of Prince Eldon and Princess Janice and an old friend of King Randor. When he was captured, King Boreas wanted his people to carry on without him, but fortunately he was rescued by He-Man and returned to his kingdom's throne. He possessed powers of hypnosis and used them to hypnotize Beast Man and Trap Jaw when they attempted to attack him.

KING CHOOBLAH

TITLES
Heroic King of the Kulakutu
Kulakutu Elder

OTHER NAMES
K'Chooblah Choobdorb

AFFILIATIONS
Eternian Council
Masters of the Universe
Kulakutu

WEAPONRY
Staff

SPECIAL ABILITIES
Wisdom
Strength

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Kulakutu Elder was the leader of the Kulakutu, a yeti-like race who lived in the Ice Mountains in their village, Sifia. Though wary of trespassers, he was wise. Like all Kulakutu, he could walk on all fours and had sharp claws and fangs. He joined King Randor's Eternian Council, arriving with a large delegation.

2014 MOTU CLASSICS
K'Chooblah Choobdorb, sometimes called Chooblah, was the wise king of the peace-loving Kulakutu, a large, troll-like people once thought to be mythical. He fought in the Second Ultimate Battleground with three battalions of his Kulakutu warriors against the combined forces of the Snake Men and the Horde.

KING CONDAR

TITLES
King of the White City of Mercod

1984 [illegible]
King Condar was the jolly monarch of the beautiful White City of Mercod on Eternia. He wore a cloak made of fireralls and ruled from the Palace of Mercod.

KING DANTON

TITLES
King of the Isle of Tears

1983 FILMATION MOTU ANIMATED SERIES
Ruler of the Isle of Tears, King Danton spent many years imprisoned by the monstrous Gorgon and the castle's cursed rulers. He was a patient man and longed for the day when Gorgon's rule would come to an end. When Gorgon was defeated, he resumed his rule over the Isle of Tears.

KING DARKSPUR

TITLES
King of the Hinderlands

[illegible] FILMATION POP ANIMATED SERIES
King Darkspur was a gluttonous ruler of the Hinderlands and a menace to his fellow Etherians. He was deeply attracted to Glimmer and demanded her hand in marriage. He even tried to kidnap her when she rejected him.

KING DUPLIS

TITLES
King of Erelandia

1985 FILMATION POP ANIMATED SERIES
King Duplis ruled Erelandia, a kingdom that begrudgingly aided the Horde. When his son, Prince Mason, was taken to the Mines of Mondor, he sought out the Great Rebellion for aid. He agreed to cease any aid to the Horde. Initially, he went back on his word to the Rebels, but eventually he made good on his promise.

KING ELDEN

TITLES
King of Eternia
Elden the Wise

[illegible] FILMATION POP ANIMATED SERIES
King Elden the Wise ruled Eternia at some point prior to King Randor's reign. He was succeeded by King Nelson.

KING FREEBORN

TITLES
King of Eternia
Freeborn the Strong

[illegible] FILMATION POP ANIMATED SERIES
King Freeborn the Strong ruled Eternia at some point prior to King Randor's reign. He was succeeded by King Valnor.

KING GRAYSKULL

TITLES
Heroic Ancestor of He-Man

OTHER NAMES
D'Vann Grayskull

AFFILIATIONS
King Grayskull's Masters of the Universe

WEAPONS
Sword of Power
Sword of He
Battle Axe

SPECIAL ABILITIES
Superhuman strength
Superhuman agility

[illegible] MIKE YOUNG PRODUCTIONS/MOTU ANIMATED SERIES

Prince Adam's distant ancestor, King Grayskull ruled from Castle Grayskull with his queen, Veena, in Eternia's ancient past. He used his immense strength and pure heart to fight for a peaceful Eternia, free from [illegible]. He battled with eight loyal warriors at his side. He lost his sword in Castle Grayskull's moat during a battle with the Snake Men before they were defeated by Hordak and the Horde army. Astride a giant lion in search of the power to defeat Hordak, he was aided by the Oracle of Zalesia. The Oracle returned King Grayskull's sword to him and told him that he wielded great power. The oracle also warned King Grayskull that he would not survive the battle with Hordak.

In his final hour, King Grayskull defended Castle Grayskull against the Evil Horde army, trampling waves of Horde Troopers atop his lion mount. When King Grayskull and Hordak finally met on the battleground, the hero summoned the great power residing within him to destroy Hordak's body, but not before the villain dealt him a fatal blow. Grayskull used his sword to imprison the Horde within Despondos, an act which [illegible] around Castle Grayskull.

After the battle, a dying King Grayskull infused his spirit in the sword and gifted his warriors with the power to rule Eternia with wisdom and kindness in his stead. He swore that if Eternia needed a champion, a hero of his blood would rise to answer the call. A statue was built in King Grayskull's honor in a hidden chamber deep inside the castle.

[illegible] MOTU CLASSICS

The Classics toyline was decisive about the life and times of King Grayskull, changing the time frame to five thousand years in the past. Born D'Vann, he grew up on Preternia under the tyranny of King Hsss until the Snake Men captured and devoured his brother. Seeking justice, D'Vann became a rebel leader, and his bravery attracted support from all over Preternia. The Great Tiger Tribe, in thanks for D'Vann's defense of their home from marauding Evil [illegible], gave him a tiger cub who grew into his battle-riding mount, Battle [illegible]. In time, D'Vann Grayskull was crowned king for his wisdom, courage, strength, and compassion. With his wife Veena, he ruled over a vast nation, advised by the Council of Elders.

During the Great Wars, King Grayskull befriended the cosmic warrior He-Ro, who wielded the Sword of He. When Hordak invaded Preternia in search of He-Ro, King Grayskull fought a war on two fronts against the Horde and the Snake Men until the armies declared a truce and built the Three Towers. For a short time, there was peace, but the Horde betrayed the others and reignited the war. King Grayskull and his Masters of the Universe fought the Horde and the Snake Men in the First Ultimate Battleground, during which He-Ro sacrificed himself to save Grayskull and gave him the Sword of He, judging him worthy of the power.

Some time later, King Grayskull banished the Horde to Despondos, but Hordak unleashed dark magic upon him which eventually claimed his life. Before he died, King Grayskull passed his power into the Sword of He so that only his worthy descendant could wield its full power by calling on his name.

[illegible]

[illegible] DC MOTU COMICS

With its own variation on the character, the 2012 DC series established that King Grayskull had forged the Sword of Power in the fires of the Starseed deep inside Castle Grayskull a little over one thousand years ago. Knowing how dangerous the Sword of Power could be, he also forged the Sword of Protection to temper the might of the Sword of Power should it fall into the wrong hands. His wife Veena, an Oracle of Zoar, foretold of a future conflict between two of Grayskull's own heirs.

King Grayskull succeeded in destroying Hordak and banishing the Horde to Despondos. During the celebration, the Elder betrayed King Grayskull and destroyed his kingdom. Before he could react, Grayskull was drugged and assassinated by the masked Evil warrior, Skeys, using a cursed blade from a disgraced King Hsss.

KING GRUFF

TITLES
King of Gnomeria

[illegible] FILMATION MOTU ANIMATED SERIES

King Gruff ruled Gnomeria, a small kingdom under the protection of Castaspella. He was robust-like and peaceful, with little understanding of war.

KING HELIOS

TITLES
King of the Fire People

AFFILIATIONS
Fire People

WEAPONS
Sword

SPECIAL ABILITIES
Leadership

[illegible] FILMATION MOTU ANIMATED SERIES

King Helios ruled the Fire People, a peaceful race of living flame beings. Helios's entire body looked like it was composed of reddish living flame. He was hotheaded and would not listen to reason, making rash decisions when he felt his people had been wronged.

KING HISS

TITLES
Dreadful Disguised Leader of the Snake Men
King of the Snake Men
Viper Lord

OTHER NAMES
King Hiss
[illegible]

SPECIAL ABILITIES
Transforming from human to writhing mass of snakes
Hypnosis
Sorcery
[illegible]
[illegible]

AFFILIATIONS
Snake Men
[illegible]
[illegible]

WEAPONRY
Snake staff
[illegible]
[illegible]

[illegible] MOTU MINICOMICS

An ancient wizard and leader of the Snake Men, King Hiss had once been an intergalactic conqueror whose empire had spread throughout the universe. Eons before the time of He-Man, King Hiss terrorized Preternia from his stronghold in Snake Mountain. He battled the ancient warrior-wizard He-Ro and served the Unnamed One. King Hiss was defeated when the Council of Elders banished him and his army to a dimensional void beneath Snake Mountain.

In He-Man's time, Skeletor inadvertently set King Hiss free when he discovered the pool of power beneath Snake Mountain. King Hiss then tried to free his army from the Void but only managed to summon Rattlor and Tung Lashor, who were working for the Horde at the time. Later, when King Hiss entered Viper Tower, he was able to summon more Snake Men to join his side. King Hiss formed an uneasy alliance with Skeletor, each intending to betray the other once they'd vanquished their mutual enemies.

Though usually appearing as a heroic-looking man, King Hiss's human guise could melt away to reveal a mass of writhing snakes in humanoid form. In addition to his magic, he had a hypnotic gaze to mesmerize his foes.

King Hiss displayed hostile feelings toward Hordak, which dated back to ancient times. Upon learning that Rattlor and Tung Lashor had joined the Horde, Hiss remarked, "The Evil Horde still exists? And you dared to serve Hordak?"

[illegible] GERMAN MOTU AUDIO PLAYS

[illegible]

[illegible] MARVEL STAR MOTU COMICS

King Hiss and his fellow Snake Men had been imprisoned in a tomb beneath Snake Mountain. When Skeletor freed him, he reluctantly allied himself with the Evil Warriors until, after a defeat in battle, he fled, terminating his allegiance with Skeletor.

[illegible] MOTU NEWSPAPER STRIPS

[illegible]

unleashed the world destroyer Serpentos, the enormous serpent coiled around Snake Mountain.

After Serpentos was defeated, King Hiss was placed back into suspended animation by He-Man and the Sorceress using the power of the guardian falcon.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Skeletor attempted to seize the power of the Snake Men. He inadvertently returned King Hiss's [illegible] from his imprisonment in the Timeless Dimension. Hiss proceeded to reestablish the Clan of the Viper and, with the Eyes of the Serpent, seized Viper Tower, his old command center.

In his human disguise, King Hiss would often fool people into thinking he was a Horde. [illegible] and on one occasion he tricked some [illegible] Eternians into passing false information about the Snake Men to the heroes, leading them into a trap.

1987 GERMAN CONDOR MOTU COMICS

In the Condor comics, King Hiss's human guise was a suit of a skin that which he would shed to reveal his true snake form. He could also [illegible] humans into snakes. He would bolster his forces by occasionally teaming up with Skeletor's forces or the Horde.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Though it largely followed in the footsteps of earlier portrayals of King Hiss, the MYP series made significant changes to the character and added new details. Now dubbed "King Hssss" and sporting an Egyptian pharaoh motif, the King of the Snake Men commanded a massive and loyal army. Though he used his staff for his sorcery, he did not always require it, especially whilst in his snake form. Among his powers were the abilities to project magical blasts

and conjure visions of the past. Like other Snake Men, he could survive a fall onto lava by shedding his skin. King Hssss could also eat his victims whole by swallowing them, even large ones like Callgars. He was eventually defeated by Zodak, who sworn vengeance against Hssss and all Snake Men after King Hssss devoured Zodak's brother.

2008 MOTU CLASSICS

The Classics canon provided a complex backstory for King Hiss. Hiss of the Viper Horde, initially a mere soldier, and the Snake Men were created when the Unnamed One magically spliced DNA from three different reptilian races. The Unnamed One sent his new creations, led by King Hiss, to Eternia to steal its magical secrets. Hiss conquered the planet and successfully ruled for three hundred years, until his troops murdered the brother of a young Eternian, D'Vann Grayskull. Swearing to bring justice back to Eternia, Grayskull took up arms against the Snake Men, building a rebellion that eventually became a kingdom.

Sometime after the invasion of the Horde, the armies of King Hiss, King Grayskull, and Hordak called a truce and built the Three Towers. Hordak's betrayal, which resulted in the First Ultimate Battleground, left King Hiss vulnerable. Zodak and the Council of Elders cast the Snake Men into the Void, where they remained trapped for five thousand years.

During his exile in the Void, King Hiss used the Staff of Ka to invoke the powers of eldritch deities and transform himself into a serpentine demigod. Fearing Hiss would breach the Void, the Council of Elders called upon He-Ro to retrieve the staff, which she succeeded in doing. Without the staff, Hiss's few strands of "loathsome" human DNA reasserted themselves and returned him to a slightly altered version of his human form.

When King Hiss and his army were finally freed by Kobra Khan and Skeltyn, they found He-Man and the Masters of the Universe already fighting Skeletor and his forces for control of Eternia and the secrets hidden within Castle Grayskull. Setting his sights on the same prize, Hiss relied heavily on Khan's knowledge of present-day Eternia and launched an assault on Eternia with Serpos. After poisoning the Sorceress with his venom, Hiss was defeated and decapitated by Zodak. Held alive by dark magic, Hiss regenerated and retreated to Serpos's ruined temple in Dolmemos.

While underground, Hiss resurrected Megator as a zombie and used the Serpent's Ring to transform Man-At-Arms and Mekaneck

into Snake Men. With his serpents [illegible], Hssss returned to the surface to find Skeletor on the throne and fighting Randor for dominance.

Obtaining Skeletor's powerful Havoc Staff, King Hssss joined the Horde to fight the combined forces of the Masters of the Universe and Skeletor's Evil Warriors. Hssss was killed when Orko successfully cast the Spell of Separation, essentially destroying the entire race of Snake Men.

King Hssss was briefly resurrected by the Unnamed One fifteen years after his death. After Hssss revealed that the Tablet of Separation had been the key to his defeat, the Unnamed One destroyed him as punishment for the failure.

2012 DC MOTU COMICS

The 2012 DC comics differed somewhat from earlier depictions of King Hssss. Hssss and his Snake Men were the original life forms on Eternia, the first planet of the universe. Hssss was banished to the Ring of Death in Subternia when he attempted to steal the power of the Goddess, whom the Snake Men worshiped as Serpos. It was unknown when he escaped, or for how long he roamed Eternia. His primary objective was to resurrect and return his people to Eternia as conquerors and assume the rule. King Hssss had the ability to consume an individual from the inside and wear their skin. It was revealed that he caused the Evil betrayal that led to King Grayskull's death. He also at some point consumed King Randor and wore his skin. He later began to consume Prince Adam and even controlled him for a period of time. Prince Adam's spirit rejected King Hssss, who was forcibly torn out of the dying prince's body. Adam killed Hssss, but not before Hssss magically caused the death of the entire race of Snake Men.

IMAGE COURTESY OF DC COMICS

KING JARED

1985 FILMATION POP ANIMATED SERIES

Once the ruler of Etheria, King Jared had listened to the wisdom of the Whispering Woods, learning wisdom and magic. He taught the Singing River how to sing, showed the Growling Sea how to roar, and was Etheria's first [illegible]. The Crown of Knowledge, an artifact in the castle of the Kingdom of Dark Edge, was said to have given Etherians a thirst for knowledge.

KING MERSA

TITLE
King of the Salineas

SPECIAL ABILITIES
Transformation of tail into legs and back

1985 FILMATION POP ANIMATED SERIES

King Mersa ruled the underwater kingdom of Salineas and was Mermista's father. Though proud and honorable, he preferred to avoid any dealings with the world above, interrupting out [illegible]. Protective of his people, he always acted with caution. Long ago, he had struck a deal with the Horde, promising not to interfere in Horde affairs in exchange for his kingdom's peace.

KING MICAH

TITLE
King of Bright Moon

SPECIAL ABILITIES
Skilled fighting
Leadership

1985 FILMATION POP ANIMATED SERIES

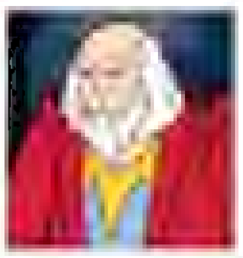
The reigning monarch of Bright Moon, King Micah left Etheria to fight the Horde shortly after their invasion. He was captured and held prisoner on Horde World for many years before escaping and reuniting with his daughter Glimmer and wife Queen Angella. After visiting their city briefly, he returned to the battle. King Micah was a passionate and courageous leader who sought to free his world from the Horde.

KING MIRO

TITLES King of Eternia	**AFFILIATIONS** Royal Family of Eternia
OTHER NAMES Captain Miro	**SPECIAL ABILITY** Leadership

[illegible]

1983 FILMATION MOTU ANIMATED SERIES
King Miro was King Randor's father and Prince Adam's grandfather. He disappeared during a battle with the [illegible], and Randor assumed the throne. Much later, his golden amulet, which bore the royal crest engraved upon it, led to the discovery that he was imprisoned on Lost Mountain. After being freed, Miro decided to spend the rest of his days traveling Eternia and learning about what had changed in his absence.



1985 FILMATION POP ANIMATED SERIES
When he learned of his granddaughter Adora's [illegible], King Miro was eager to journey to Etheria to meet her. He wound up in a [illegible] battle with the Evil Horde, who were at the time attempting to [illegible] the Whispering Woods in a dome. When King Miro confronted Hordak, the leader of the Horde remembered his name.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Unlike in the Filmation animated series, Miro was Captain of the Guard for the ruling Council of Elders in the MYP series. He defended the Hall of Wisdom from Count Marzo and, under the Council's orders, exiled him to the Dark Hemisphere. His son Randor followed in his footsteps as Captain of the Guard.

2012 MOTU CLASSICS
The Classics provided additional, and in some cases different, details of King Miro's life. Father to Princes Randor and Keldor, Miro embraced Keldor as one of his [illegible], despite his half-Gar heritage. During the Great Unrest, Count Marzo was defeated but managed to cast a spell that banished Miro to Despondos.

When Skeletor duplicated the spell and banished King Randor to Despondos years later, Randor and Miro were reunited. They returned to Eternia, fulfilling Eldor's prophecy foretelling the Second Ultimate Battleground. Miro and his son led an army made up of many Eternian [illegible] and helped to turn the tide of the battle.

2012 DC MOTU COMICS
Blending some elements from earlier canons, the 2012 DC comics established that King Miro's ship crashed into the shores of Anwat Gar, and his life was saved by a Gar woman named [illegible]. While on the island, he fathered an illegitimate son, Keldor, with her. Miro brought the baby with him back to Eternia, and [illegible] asked that Keldor be brought back to the island when he was of age, a request which Miro never fulfilled. While raising Keldor, he favored his second son, Randor, as the true successor to the throne.

KING MOLA

1986 UK WORLD POP ANNUALS
King Mola was the ruler of Time City on Etheria.

KING OF THE LION PEOPLE

AFFILIATIONS Lion People
SPECIAL ABILITY [illegible]

1986 UK WORLD POP ANNUALS
Ruler of a lion-like humanoid species, the purple-furred King and his Lion People were abandoned on a small planet that they converted into a spaceship. He traveled to Etheria with plans to steal Etheria's atmosphere to save his people. Consequently, [illegible] filled their atmosphere tanks with enough air to allow them to travel back to their home world.

KING OSIR

1986 UK WORLD MOTU ANNUALS
King Osir ruled a kingdom in the Snow Mountains. His son, Prince Malon, was kidnapped by Evil-Lyn in an attempt to lure He-Man into the mountains.

KING PAW

TITLES King of the Cat Folk
AFFILIATIONS Cat Folk

1985 FILMATION MOTU ANIMATED SERIES
King Paw ruled the Cat Folk who dwelled within the Vine Jungle. Dull and selfish, he had a voracious appetite and very little patience.

KING PYTHOS

TITLES King of the Reptons
AFFILIATIONS Reptons

1983 FILMATION MOTU ANIMATED SERIES
The good-hearted ruler of the Reptons, King Pythos gave Kobra Khan the benefit of the doubt when he claimed to have changed his evil ways. He dressed regally with a jewel-encrusted crown and [illegible]. He learned soon enough of his mistake in judgment.

KING RANDOR

TITLES
Heroic Ruler of Eternia
King of Eternia

OTHER NAMES
Prince Randor
Captain Randor
Randor of the House of Miro
King Miro

WEAPONS
Sword
Scepter
Spear
Battle axe

SPECIAL ABILITIES
Leadership

AFFILIATIONS
Heroic Warriors
Royal Family of Eternia
Masters of the Universe

[illegible] DC MOTU MINICOMICS

In the second wave of early MOTU minicomics, a central Eternian kingdom was ruled by a wise and elderly, white-haired king and queen. The king tasked the Heroic Warriors with important missions and often threw feasts for them at the Palace of Eternia.

[illegible]

[illegible] DC MOTU COMICS

In the DC MOTU canon, the elderly King Randor's patience was thoroughly tested by the antics of his son Prince Adam, whom he considered a buffoon. He rebuked his wife, Queen Marlena, for defending the prince's actions and considered He-Man a more worthy heir to the throne.

[illegible] FILMATION MOTU ANIMATED SERIES

King Randor ascended the throne at a young age, following the disappearance of his father, King Miro. Though it was occasionally implied that he ruled over the planet, it was more strongly established that he ruled a large territory from the city of Eternos and that many other kingdoms existed outside his domain.

King Randor would witness the arrival of Earthling astronaut Marlena Glenn when her ship crash-landed on Eternia. He rescued her safely from the wreckage, and the pair soon fell in love. They married and had twins, Adam and Adora, but their daughter was kidnapped by the Evil Horde.

Randor trusted Man-At-Arms as both his friend and his closest ally. Whenever the king was in danger, it was often Man-At-Arms to whom he turned for advice and help.

King Randor loved Prince Adam but often found faults in his son who did not seem eager to take on his prestigious birthright. King Randor's greatest power was his ability to govern the kingdom with wisdom, compassion, and reason. For this, he was universally beloved for his fairness and goodness and loved by his people.

[illegible] MOTU MINICOMICS

The later minicomics established that Randor had a brother, Keldor, who had gone missing many years before. Though older than the Heroic Warriors who accompanied him, he could competently hold his own in battle.

[illegible]

[illegible] KID STUFF MOTU RECORDS

In contrast to most other canons, King Randor and Queen Marlena ruled Eternia from a castle within the Evergreen Forest, rather than a palace.

[illegible] UK WORLD MOTU ANNUALS

In contrast to other media, King Randor called meetings of the Star Council when trouble loomed in his kingdom. Family relations were expanded to include his cousin, Queen Amaya, and another cousin, King Sollo.

[illegible]

[illegible] GERMAN MOTU AUDIO PLAYS

Though largely consistent with other canons, the German audio plays portrayed King Randor as an warrior, helping out He-Man to defend the kingdom. Though Marlena kept reminding him of the doctor's instructions to take care of his stomach, he enjoyed a good meal.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Never referred to by name in the Interpart Condor comics, the King of Eternia [illegible] toward the guards and the Masters. This was particularly evident when his son was kidnapped by Webstor.

1986 MARVEL STAR MOTU COMICS

The Marvel Star comics depicted an unseen side of King Randor's character. Considering himself a mere figurehead and growing jealous of He-Man's status as the hero of Eternia, Randor wanted to become an active Heroic Warrior once more. Though he defeated Faker and others, the effort left him exhausted; King Randor decided it was best to leave the fighting to the younger heroes.

1986 MOTU NEWSPAPER STRIPS

The newspaper strips elaborated on Randor's position, establishing him as High King. In this role, he already ruled over Eternia, and though there were many other kingdoms, all other kings presumably answered to him. He frequently sent envoys on diplomatic missions throughout Eternia and discussed the political landscape with other members of his court.

1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, King Randor was the legitimate monarch of Eternia. Along with his wife, Queen Marlena, he ruled justly from the Royal Palace and wanted the people of Eternia to live in freedom and [illegible]. Randor was not aware that Prince Adam and He-Man were one and the same, and thus he believed that his son was lazy. Often, though, the king showed his trust by discussing important matters with Adam. Not fighting himself, King Randor nevertheless always supported the Heroic Defenders in their never-ending battle against the Demons of Evil.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In contrast to earlier depictions, Randor was captain of Eternia's defending forces. He battled the evil warlord Keldor (to whom no familial relationship was established in this canon) within the Hall of Wisdom and deflected an acid vial back at Keldor, causing the injury which eventually led to Keldor becoming Skeletor. He was unanimously crowned King of Eternia by the Council of Elders before their disappearance.

Trained by Dekker, Randor was a skilled swordsman. He also established himself as a diplomat by forming many treaties and alliances with the leaders of other groups throughout Eternia's Light Hemisphere. He later brought them together to form the Council of Eternia.

2008 MOTU CLASSICS

The Classics canon provided a number of new details about Randor's life while drawing heavily from earlier incarnations. Randor was King Miro's second son at the start of the Great Unrest. While Randor and his half brother Keldor fought bravely alongside their father, they could not stop Marzo from banishing Miro into Despondos. Though Keldor should have inherited the throne, public distrust for his Gar heritage and suspicion surrounding the death of the princes' mother led to Keldor's banishment. For a time, Randor served the Council of Elders as the captain of their guard rather than claim the throne.

After a failed attempt by Keldor to seize power, Randor ordered the construction of the Mystic Wall, bringing an end to the Great Unrest. Impressed with his leadership and skill, the Council of Elders appointed Randor as the new King of Eternia.

After Randor had ruled for many years, Skeletor banished him to Despondos. There, Randor and Miro were reunited and eventually returned to Eternia, fulfilling the wizard Eldor's prophecy that returning kings would precede the next Ultimate Battleground. The kings led the people of Eternia and the Masters of the Universe into the final conflict with the Horde and Snake Men, ensuring peace, for a time.

King Randor ruled Eternia for many years after his son and daughter, whom he now knew to be He-Man and She-Ra, continued the battle against evil among the stars. His passing brought He-Man back to Eternia to assume his place as the rightful king.

2012 DC MOTU COMICS

[illegible]

Mostly consistent with earlier portrayals, especially those put forth by the MYP and Classics canons, the 2012 DC comics added their take on the character. When Randor was a prince, he was captain of the Palace Guard. During a mission to stop a [illegible] outbreak, Randor had to cut off a village to stop the virus from spreading. Unable to cure the infected villagers, he essentially left them to die in order to save the realm. He learned a hard lesson about being a ruler and never spoke of the event to anyone. He remained haunted by the incident.

At some unknown point, King Randor was consumed by King Hssss, who then used his skin to masquerade as the good king.

KING RARK

TITLES
King of the Wuglies

1986 UK POP COMIC MAGAZINES
King Rark ruled over the troll-like Wuglies of the Wugly Warrens, situated beneath a huge mountain in the Kingdom of Snows.

KING SALLAS

TITLES
King of Sallonia

1983 FILMATION MOTU ANIMATED SERIES
Father to Prince Gitch, King Sallas was the noble ruler of Sallonia. Though a wise man, he was quick to believe Skeletor's lies.

KING SEMOR

1985 FILMATION POP ANIMATED SERIES
King Semor was the unseen ruler of Vargon. His son, Prince Arion, was only interested in having fun.

KING SPRITE

TITLES
King of the Twiggets

AFFILIATIONS
Twiggets

1985 FILMATION POP ANIMATED SERIES
King Sprite and Queen Sparkle ruled over the Twiggets and lived in the Twigget village. The pair were respected for their fairness. King Sprite endured the threat of his wife's rolling pin should he ever look at another female.

KING STEFEN

TITLES
King of Dyanis

1983 FILMATION MOTU ANIMATED SERIES
Ruler of Dyanis, King Steffen was Prince Adam's uncle and father to Prince Dal. Heroic and sporting a red cape, the elderly warrior defended his people against the Tarns. He was also not very good at acting.

KING SULLEI

TITLES
King of Silvania

AFFILIATIONS
Royal Family of Eternia

WEAPONS
Sword

SPECIAL ABILITIES
Hunting
Swordsmanship
Weapons mastery

1986 UK WORLD MOTU ANNUALS
King Randor's cousin King Sullei was the hotheaded ruler of Silvania, a neighbouring kingdom to Eternia. A big man with unruly red hair, he was an experienced huntsman and a master of weaponry. His sister was the Prophetess of the [illegible], though the siblings had not spoken in many years.

KING TAMUSK

TITLES
Summer King

WEAPONRY
Battle club

SPECIAL ABILITIES
Strength

1987 FILMATION MOTU ANIMATED SERIES
King Tamusk was the last of Eternia's summer kings who had been at war with the Sylvians. Warlike by nature and a product of a different time, he believed that strength determined a leader. He attempted to battle King Randor when he found himself in present-day Eternia. After his encounter with He-Man, King Tamusk was intrigued by He-Man's stance that he would only fight when he must. Eternian history books stated that King Tamusk turned from his warrior ways in later life.

King Tamusk channelled his magic through his battle club. A statue of him resided in the Hall of Kings at the Royal Palace.

KING TAURUS

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

King Taurus ruled a minotaur-like people from a palace in the Kingdom of Minora. He wore a royal tunic and had horns and a long beard. He joined King Randor's Premier Council.

KING TELMUND

[illegible] MOTU NEWSPAPER STRIP

King Telmund was the sovereign of Medalia in the Northern Isles and the father of Princess [illegible].

KING THALES

TITLES:
King of Oponn

[illegible] FILMATION MOTU ANIMATED SERIES

Father to Princess [illegible], King Thales was the compassionate ruler of Oponn. He sought peace when confronted by Queen Belinda's warring city of Targo.

KING TRINOK

[illegible] MVCREATIONS MOTU COMIC

King Trinok was a blue, hog-like ruler in the region of the Berserker Islands on Eternia. Many of his subjects were rabble or otherwise smaller in size than he was. The king and his [illegible] after [illegible] and Beast Man were taken to the arena and he attacked [illegible] in a rage.

KING VALNAR

TITLES:
King of Eternia

OTHER NAMES:
Valnar the Bold

[illegible] FILMATION POP ANIMATED SERIES

King Valnar the Bold ruled Eternia at some point prior to King Randor. He was succeeded by King [illegible].

KING VARN

TITLES:
King of Etheria

[illegible] FILMATION POP ANIMATED SERIES

The brave King Varn ruled over the area of Etheria. While a prisoner of the invading Horde he encouraged his son, Storm, to find the Great Rebellion. Like all elves, Varn was short and spoke with a slightly high-pitched voice.

KING VON

TITLES:
King of the Targs

AFFILIATIONS:
Targs

SPECIAL SKILLS:
Brute strength

[illegible] FILMATION MOTU ANIMATED SERIES

King Von ruled the evil Targs. Tough and muscular, he feared no one, and attacked Skeletor without fear of reprisal. Though he relied on brute strength, King Von was a skilled warrior and had a good knowledge of ancient powers.

KITTRINA

AFFILIATIONS:
Cat Folk

SPECIAL ABILITIES:
Agility
Hand-to-hand combat

[illegible] FILMATION MOTU ANIMATED SERIES

Kittrina was a sleek and sassy warrior of the Cat Folk. Primarily serving King [illegible] as a spy and infiltrator, she encountered He-Man and the humans about [illegible] an ancient cat relic. She could leap great distances, land on her feet from any height and perform acrobatics with catlike grace. Her [illegible] skill won over Teela, while her [illegible] won over Battle Cat.

Kittrina carried a red sword which could light her way and burn through many kinds of material. When not in use, the sword was sheathed on her leg.

KLAUSS

[illegible] MOTU COMIC

Klauss was an elderly man from the legendary land of [illegible]. He was kidnapped by Skeletor and forced to provide the villain with [illegible] flowers which were used to make King Randor [illegible].

KOBRA KHAN

TITLES
Evil Warrior of Snakes
Evil Cobra-Faced Master of Snakes
King of the Serpents
Sovereign of Snakes
Demonic Master of Snakes

AFFILIATIONS
Evil Warriors
Snake Men
Reptons
Children of [illegible]
Monster Warriors
Demons of Evil

OTHER NAMES
[illegible] Khan
Khan of the [illegible]

WEAPONRY
Laser pistol
Wooden mace

SPECIAL ABILITIES
Producing sleep-inducing or hypnotic mist
Stretching arms
Emitting beams from eyes
Releasing deadly or acidic venom
Controlling snakes and reptiles

1983 FILMATION MOTU ANIMATED SERIES

A member of the snake-like Reptons, Kobra Khan was one of Skeletor's most dependable henchmen. Often paired with Webstor, he enthusiastically volunteered to carry out the schemes of Skeletor or Evil-Lyn. His sleep-inducing venom could render his foes unconscious for hours, though Khan himself was also susceptible to its effects. He could stretch his arms to incredible lengths, using them to hold his enemies captive, and could fire a beam from his eyes powerful enough to vaporize a tree.

[illegible] MOTU MINICOMICS

Kobra Khan was a descendant of the long extinct Snake Men and commanded a group of Lizard Men in the minicomics. He was green in color and resembled a humanoid serpent. When Skeletor freed King Hiss from his prison, he sent Kobra Khan to spy on the leader of the Snake Men and serve as a double agent. In this way, the duplicitous Khan could report Hiss's plans to Skeletor.

Kobra Khan could spit a deadly venom and eventually acquired the ability to spit a sleep-inducing mist. He could sometimes be seen alongside his fellow Evil Warrior Webstor.

[illegible] GOLDEN MOTU BOOKS

Unlike in other portrayals, Kobra Khan could control reptiles in the Golden books. Overconfident to a fault, he referred to himself as the King of the Serpents. It was also said that he was the last of his race.

[illegible] UK WORLD MOTU ANNUALS

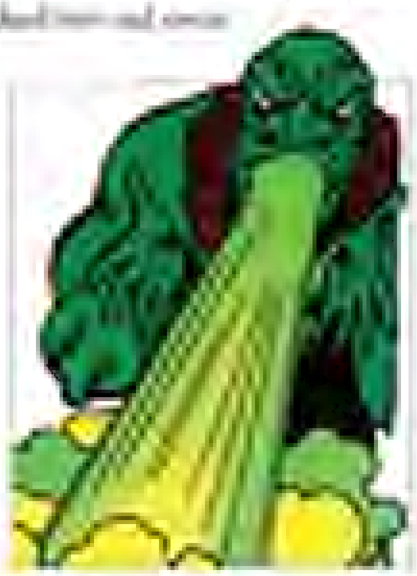
In the World annuals, Kobra Khan could command all the snakes on Eternia.

[illegible] GERMAN MOTU AUDIO PLAYS

In the German audio plays, Kobra Khan, the Sovereign of Snakes, could control all snakes on Eternia. He resided in his own castle in the forests of the Mystic Mountains. He and his comrade Whiplash joined Skeletor's Monster Warriors. Khan held a special grudge against He-Man, who knocked him out once.

[illegible] GERMAN INTERPART-CONDOR MOTU COMICS

The German Condor comics provided a name for the venom that induced sleep in Khan's enemies: Mist of Oblivion.



[illegible]

[illegible] MARVEL STAR MOTU COMICS

After leading Skeletor deep beneath Snake Mountain to unleash King Hiss, Skeletor ordered Kobra Khan to serve as a double agent. Here, however, Kobra Khan betrayed Skeletor, allowing King Hiss to serve the Lord of Destruction only for a time and then quit.

[illegible]

[illegible] UK MOTU COMIC MAGAZINES

In the UK comics, Kobra Khan believed himself to be the best of Skeletor's warriors. While outwardly loyal to his master, Khan's only real interest was in serving his own needs. As in other canons, when the Snake Men were unleashed, Khan joined them as a double agent for Skeletor. King Hiss was aware that he could not trust Khan and was careful not to divulge too much information to him. He could telepathically control particular kinds of snakes. If he ingested a poison, he could spray it back out at his enemies, without harming himself.

[illegible] BRAZILIAN EDITORA ABRIL MOTU MINICOMICS

The Brazilian comics, in contrast to other media, depicted Khan's venom as extremely deadly. Those who came in contact with it required immediate treatment in the Room of Recuperation. He killed several guards and nearly did the same to Man-At-Arms and Teela. Notably, he was able to use his venom to poison food and, after kidnapping and trapping the Sorceress inside a sphere, surrounded her prison with a layer of his venom to prevent her escape or rescue.

[illegible] ARGENTINEAN TOP TOYS MOTU TOY LINE

[illegible]

[illegible] GERMAN EHAPA MOTU COMICS

In contrast to other media where Kobra Khan was generally depicted as a member of the Evil Warriors, the Ehapa comics showed Khan only occasionally allying himself with Skeletor. In general, he fought alongside King Hiss and the Snake Men.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series depicted Kobra Khan as a deceitful, power-hungry opportunist with a criminal history of which both the Masters of the Universe and Skeletor were aware. Though he pledged his loyalty to Skeletor and joined the Evil Warriors, he tricked Evil-Lyn into freeing King Hiss and his other Snake Men from their imprisonment. As one of their descendants, Khan was regarded with contempt by the other Snake Men. He also didn't share their enthusiasm for eating their victims. A rivalry formed between him and General Rattlor, who each sought favor from King Hiss.

Striking with speed and agility, Khan spat a stream of acidic venom which [illegible] his victims and corroded metals.

[illegible] MOTU CLASSICS

[illegible]

KOG

AFFILIATIONS
Mythic

WEAPONS
[illegible]

SPECIAL ABILITIES
Strength

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Kog was the Mythic super robot and the keeper of good will. His strength was legendary, and the Gleamers greatly trusted him.

KOL DARR

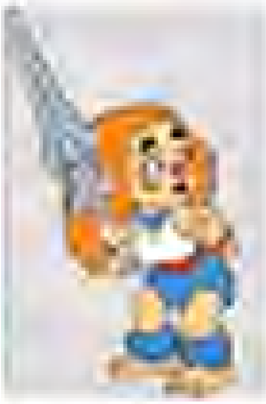
WEAPONS
[illegible]

[illegible] FILMATION [illegible] ANIMATED SERIES

Adorned in golden armor, Kol Darr was an old friend to He-Man. The pair had fought in many battles together. He was a brave warrior and flew into battle astride his robotic steed, Shadow Master. His wrist-mounted lasers kept enemies at bay.

KOO

AFFILIATIONS
[illegible]



[illegible] FILMATION PTP ANIMATED SERIES

Koo was one of two Bibbles that, unlike the rest of their people, wanted to physically confront the Horde Troopers that had invaded their home. Koo, who was temporarily brave, believed that might was the only way to defeat the forces of evil and, alongside [illegible], ended up captured by the Horde.

KOO-KEE

[illegible]

KOR (I)

[illegible]

[illegible]

KOR (II)

[illegible]

KORAC

[illegible]

[illegible]

KORG

[illegible]

[illegible]

KOSH

[illegible]

[illegible]

KOTANIAN SCIENTIST

[illegible]

KOTHOS

[illegible]

[illegible]

KRAAL

[illegible]

[illegible]

KRAGGOX

AFFILIATIONS
Game Master's Team

SPECIAL ABILITIES
Brute strength
Firing stun rays from tail

[illegible] FILMATION HOTU ANIMATED SERIES
The Game Master's mighty, blue-skinned warrior Kraggox was a large creature with giant claws, great strength, and a tail that fired stun rays.

KREX

AFFILIATIONS
Scientists of Primus

SPECIAL ABILITIES
Vast scientific knowledge

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The intelligent, if absent-minded, Krex was one of the Scientists of Primus. His head was so filled with knowledge that he sometimes forgot his own name. He often appeared distracted and would constantly mutter his calculations and theories aloud. Like the other scientists, he was terrified of the Mutants but would, on occasion, overcome his fears to assist the Galactic Guardians on missions that required his scientific expertise.

KRANDOR

WEAPONRY
Staff

[illegible] GERMAN HOTU AUDIO PLAYS
A friend to Melkanock, Krandor died under unknown circumstances. As his heritage, Krandor left a box for Minkanock, who had tried fruitlessly to save him. The box contained, among other things, a staff that was able to shrink living beings and buildings, as well as a club that neutralized the staff's effects. Horkik claimed that Krandor had been his friend as well, though the validity of this statement was in doubt.

KRULL

[illegible] FILMATION HOTU ANIMATED SERIES
Krull was one of three peasants that Teela took to the Mystical Forest. He was the bully of the group and dared Teela to take the Jet/Crystal for a joyride. He harbored a desire to be a member of the Royal Guard.

KROEN

[illegible] LADYBIRD MINI BOOK
A small, blue-skinned alien from the planet of Elysia, Kroen was the last of Elysia's Elders. He and the remainder of the Elysians came to Eternia seeking sanctuary after invaders from deep space laid waste to their home world. After a plot to enslave the Elysians was foiled, a colony was established for them on the far side of Eternia.

KRATOS

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Inventing

[illegible] UK HOTU COMIC MAGAZINE
Kratos was an ingenious inventor specializing in metals and magnetism. He invented a flying machine called the Magnetron, which attracted metal to itself. He was ridiculed by Skeletor's minions when he attempted to present the Magnetron to Skeletor as the weapon that would defeat He-Man. Despite this, Kratos eventually convinced Skeletor of his invention's potential, but the heroes managed to defeat Kratos's machine.

KRISTALA

[illegible] FILMATION POP ANIMATED SERIES
Dorian's daughter Kristala lived in the village of Dorian. She was the first to stand up to Dylamug and his Horde Troopers when they invaded the village. She and her father eventually convinced the people of Dorian to stand up to the Horde.

KRISTAN

SPECIAL ABILITIES
Athleticism

[illegible] FILMATION POP ANIMATED SERIES
Kristan was one of the men who took part in the Bright Moon Run that was officiated from Castle Bright Moon. He was a young man in peak physical condition, but he was disqualified, alongside Flind and Dimmonth, for falling into the water.

KRYLAK

WEAPONRY
Orb of Darkness

[illegible] UK HOTU COMIC MAGAZINE
Krylak the Mighty was a powerful demon from another dimension whom Orko accidentally unleashed onto Eternia. Described as "the most evil demon in ten thousand dimensions," he set his sights on conquering the universe. He wore a ring which contained the Orb of Darkness, a magical artifact that drained goodness from the world, making Krylak stronger in the process. He posed such a threat to Eternia that even Skeletor joined forces with the Heroic Warriors to defeat him. After He-Man destroyed the Orb of Darkness, the Sorceress sent Krylak back to his own dimension.

CHARACTERS

KUDUK UNGOL

IMAGE COURTESY OF DC COMICS

TITLES
Sorceress of Grayskull

AFFILIATIONS
Chosen of Zoar

SPECIAL SKILLS
Sorcery
Transformation into Zoar

[illegible] FILMATION HE-MAN ANIMATED SERIES
Kuduk Ungol was the former Sorceress of Castle Grayskull. While her earliest origins were unknown, her only known connection to the history of present day Eternia was that she was the individual who bestowed Teela-Na with the power to help her village and assume the role of Sorceress of Grayskull. Once Teela-Na became the new Sorceress, Kuduk Ungol vanished from the castle.

2012 DC HE-MAN COMICS
The 2012 DC comics established that Kuduk Ungol was an Chosen of Zoar who served Eternia during the time of King Grayskull.

KYLE

[illegible] FILMATION POP ANIMATED SERIES
Kyle was the son of Mack, a woodcutter. He and his brother, Thad, would often forget their responsibilities while playing in and around their home. They lost their father's axe and fabricated a story that led to more trouble. Kyle and his brother were grounded by their father when the truth was exposed.

LADY ARVELA

SPECIAL SKILLS
Sorcery
Magic Ability

[illegible] FILMATION HE-MAN ANIMATED SERIES
The young red-haired sorceress that resided in Castle Landine, Lady Arvela was a loving daughter who wanted nothing more than to release her father from the Realm of Evil. She was the enemy of the demon Angaris and foolishly endangered the Starchild's life. Lady Arvela was highly adept at magic and was able to merge minds with the Starchild, a feat which, if performed incorrectly, would have resulted in her own death.

LADY EDWINA

AFFILIATIONS
Royal Family of Eternia

[illegible] FILMATION HE-MAN ANIMATED SERIES
Beautiful but spoiled with disinterested eyes, Lady Edwina was Prince Adam's arrogant and materialistic cousin who cared for little more than riches. Her nature was to flirt and manipulate people into getting what she wanted. Orko was one of her unfortunate victims.

After her true nature was revealed, Lady Edwina was banished from the palace. Selfish and self-absorbed, she had the annoying habit of forgetting people's names.

LADY ELIZABETH

[illegible] HE-MAN NEWSPAPER STRIPS
Lady Elizabeth was a member of the Royal Court at Eternos Palace. She was usually present for King Randor's council meetings.

LADY IRENA

[illegible] GOLDEN HE-MAN BOOKS
Lady Irena was a childhood friend of Prince Adam and Teela. She was vehemently opposed to all weapons and violence. During a visit to the Royal Palace, she was kidnapped and replaced with an evil impostor. He-Man grew suspicious of her when Orko reported seeing her sharpening a dagger. The real Lady Irena was held in a crystalline bubble guarded by Mer-Man. She was rescued by He-Man.

LADY MIRANDA

SPECIAL ABILITIES
Resourcefulness
Diplomacy
High intelligence and scientific skill
Athletics

1986 MOTU NEWSPAPER STRIPS
An ambassador from the kingdom of Bravale, the raven-haired Lady Miranda was highly intelligent and resourceful. She assisted He-Man and the Heroic Warriors on a number of occasions. She spent a great deal of time at Eternos Palace as a member of Randor's Royal Court. Her diplomatic skills proved extremely useful in dealings with her home kingdom. Additionally, Miranda was a brilliant scientist with a keen intellect and charming wit.

Sensing in each other a kindred spirit, Miranda and Duncan, the Man-At-Arms, began to fall in love. The two eventually became engaged.

LADY SLITHER

AFFILIATIONS
Revenge Squad

2008 MOTU CLASSICS
Lady Slither was the reptilian leader of the Revenge Squad. Green-skinned with human features, Lady Slither came to Trolla from the Nameless Dimension through a crack in space-time. Seeking the Orb to steal the magic from the Temple of Power, she made her home close to the Snake Lair. Her Revenge Squad devastated most of the Temple's guardians, until only the Defenders of Trolla remained. Angry that any of the resistance remained, she allied with Skeletor. Although the full extent of her abilities was unknown, Lady Slither could transform her lower body into that of a snake. After Lady Slither and her minions escaped capture on Trolla, they eventually landed on Eternia, where Slither planned to reverse the Spell of Separation and release the Snake Men.

[illegible]

LADY SPRING

AFFILIATIONS
Council of Seasons

1983 FILMATION MOTU ANIMATED SERIES
Lady Spring led the Council of Seasons—a group that regulated the four seasons on Eternia. She wore a green, leafy costume.

LADY VALTIRA

SPECIAL ABILITIES
Sorcery
Draining the life from living things

1983 FILMATION MOTU ANIMATED SERIES
Lady Valtira and her husband, Lord Tyrin, once roamed Eternia in search of power. They spread fear wherever they went. Though not entirely evil, they retained their beauty and youth by draining the life of the local vegetation, destroying food crops and natural environments for their own benefit.

In order to let the forest regrow and the people forget their destruction, Lady Valtira and Lord Tyrin went into a two-hundred year sleep. When Lady Valtira awoke, she attempted to enslave the people of Eternia once more but soon realized that gaining friends was better. Once she destroyed the amulet around her neck, she was returned to her youthful looking self.

LANDOR

AFFILIATIONS
Tree People of Etheria

SPECIAL ABILITIES
Magic
Mapmaking

1985 SHE-RA: PRINCESS OF POWER ANIMATED SERIES
Landor was a maker of magical maps. Considered Etheria's finest cartographer, he was captured by Force Captain Adora and her squad of Horde Troopers and forced to make maps that aided in Hordak's further conquest of Etheria. Later, his sister Azura rescued him with the aid of Adora and the Great Rebellion.

LANDROS

SPECIAL ABILITIES
Sorcery

1983 FILMATION MOTU ANIMATED SERIES
Lady Andra's kind-hearted, soft-spoken father Landros resided in Castle Landros. Though an experienced sorcerer, he was not a particularly powerful one. He found himself in the Realm of Evil when a spell went horribly wrong. Trapped by Angrel and the descendants of the Council of Evil, Landros discovered that the Realm of Evil weakened Eternian magic, leaving him powerless. Landros was eventually rescued with the help of He-Man.

LARA

AFFILIATIONS
Widgets

1985 FILMATION POP ANIMATED SERIES
The tough and spunky Lara was the no-nonsense wife of the Widgets. She had a fiery temper and often put the male Widgets in their place. Compared to her boyfriend, Squinch, Lara was the braver, more level-headed, and quicker-thinking of the pair. Squinch and Kondo were the two Widgets that Lara cared for most.

LARG

AFFILIATIONS
Hagmara

SPECIAL ABILITIES
Superhuman strength

1985 FILMATION POP ANIMATED SERIES
Larg was an imposing, big-armed pirate who was briefly stranded on Etheria when Hordak shot down his spacecraft. Though intimidating, he was an innocent and well-meaning man.

LARS

1983 FILMATION MOTU ANIMATED SERIES
Lars was an elderly Eternian peasant who had to pay taxes to the Horde. When his vocal criticism of the Horde was overheard by a Trooper, the Horde responded by destroying his home.

LA-SEE

AFFILIATIONS
Kon Sidh

SPECIAL ABILITIES
Hiding

1985 FILMATION POP ANIMATED SERIES
La-See was a Kon Seal, a race of creatures with magical hiding abilities. She escaped the clutches of the Horde on Beast Island and sought out the Rebels, meeting Loo-Kee and becoming attached to him.

LAVAMAN

AFFILIATIONS
Space Pirates

SPECIAL ABILITIES
Brute strength
Rock-based body

1983 FILMATION MOTU ANIMATED SERIES
One of Sticky Fingers' crew of Space Pirates, Lavaman was tough and had a body made out of rock. With a voice and personality to match, Lavaman had no qualms speaking out against his master.

LEECH

MOTU MINICOMICS

UK WORLD MOTU ANNUALS

GERMAN INTERPART/CONDOR MOTU COMICS

FILMATION POP ANIMATED SERIES

UK MOTU COMIC MAGAZINES

GERMAN EHAPA MOTU COMICS

MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

MOTU CLASSICS

Leech fought in the Great Wars against the forces of King Grayskull and King Hiss, as well as in the First Ultimate Battleground. After King Grayskull banished the Horde to Despondos, Leech continued to serve Hordak in the conquest of Etheria. He eventually took part in the Second Ultimate Battleground, when Hordak and the Snake Men were finally defeated.

2012 DC MOTU COMICS

Adding some unique details, the 2012 DC comics version of Leech, referred to as Leech Prime, spawned an entire race of Leeches on Etheria. He had served Hordak for over four million years. His ability to drain the energy from other creatures sometimes caused them to become zombies.

IMAGE COURTESY OF DC COMICS

LEENA

[illegible] FILMATION POP ANIMATED SERIES

When Leena's parents, Pellum and Hessi, had their grain stolen and were captured by the Horde, Leena sought out She-Ra's help. She wanted to be strong and mighty like She-Ra but learned that physical power was not everything.

LEO

AFFILIATION
Space Pirates

[illegible] FILMATION MOTU ANIMATED SERIES

One of Sticky Fingers' band of Space Pirates, Leo looked fierce but was surprisingly soft-spoken and harmless. He had a fondness for food, looked like a [illegible], and sported traditional pirate clothing.

LEON

WEAPONRY
Sword

[illegible] MOTU MINICOMICS

The young grandson of [illegible], Leon set his ambitions on joining the Royal Palace Guard. He was especially excited about the prospect of training alongside Captain Teela. Although brave, he was very impulsive.

LIEUTENANT EFRED

AFFILIATIONS
Galactic Guardians

SPECIAL SKILLS
Piloting
Knowledge of starships

[illegible] MOTU NEWSPAPER STRIPS

Alongside [illegible] and [illegible], Lieutenant Efred was one of the last remaining pilots on Primus. Significantly older than the others, he possessed a great deal of knowledge and skill in piloting starships.

LIEUTENANT TASSLER

AFFILIATIONS
Mytes

WEAPONRY
Blaster

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Lieutenant Tassler was a Myte officer who served under [illegible]. He was present when [illegible] launched an attack on the Mytes with her new [illegible] army.

LIGHT HOPE

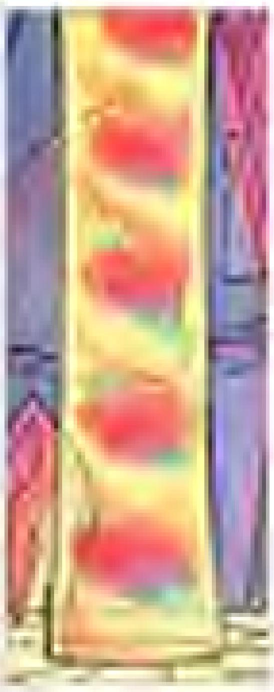
TITLES
Magical Protector of the Crystal Castle
The Holder of the Knowledge of Truth

OTHER NAMES
Lord Ry-Gar Hope [illegible]

AFFILIATION
Self

SPECIAL ABILITIES
Sorcery
Teleportation

1985 FILMATION [illegible] ANIMATED SERIES
All seeing and all knowing, Light Hope was the keeper of the mystical Crystal Castle. Appearing only as a [illegible] which rose from a pool when he spoke, his powers were vast and [illegible]. He observed all that was happening on Etheria and could project what he saw as images within himself. He knew all of Etheria's history. He was powerful enough to conjure magical gateways to other worlds.



Light Hope was an important ally and [illegible] for She-Ra. He often assisted with the Great Rebellion's battle against the Horde. He promised to reveal himself and the Crystal Castle to all of Etheria once the Horde were defeated.

1985 [illegible]
Known as the Holder of the Knowledge of Truth in the [illegible], Light Hope was the wise, incorporeal entity who resided within the hallowed halls of Crystal Castle. He manifested as a multicolored beam of light and offered sage advice to She-Ra when she was in need of counsel. The [illegible] Light Hope possessed great magical power, though the full extent of that power was unknown.

1986 [illegible]
In contrast to his Filmation depiction, Light Hope manifested as a pair of glowing red eyes within the pool in the Crystal Castle.

1986 UK [illegible] COMIC MAGAZINE
In addition to his typical characteristics, Light Hope was the oldest living being on Etheria. As such, it was his role to record the events of Etherian history and serve as the keeper of the Archives of Etheria.

[illegible]

2008 [illegible] CLASSICS
Long ago, Lord Ry-Gar Hope gave up his human form to be blessed with great power by the [illegible] of [illegible], who sent him to bring relief to those trapped in [illegible]. He settled on Etheria, where he became known as Light Hope, turning the world into an oasis of goodness in the evil wasteland of Despondos. He built the Crystal Castle, a symbol of his mission to protect Etheria's magic from the Horde's encroaching evil. He prophesied the birth of the Twins of Power. When they were born, Light Hope embedded the Stone of Protection onto the cloned Sword of He.

LINER THE RHYMER

SPECIAL ABILITIES
Creating poetry and riddles

1986 UK [illegible] COMIC MAGAZINE
Liner the Rhymer was one of the most famous poets of Eternia's [illegible] Land. He spoke in [illegible] and riddles.

LINDA

1987 [illegible] MAGAZINE
In the [illegible] magazines, Linda was a human slave who lived on the planet [illegible]. Like others [illegible] by the Mutants, she wore a collar and did not have a name. She had undergone Mutant brainwashing and reprogramming which forced her to obey Mutant commands against her will. Upon meeting the [illegible] girl during a mission to [illegible], He-Man felt great compassion for her and attempted to help her. He gave her a name, Linda, and used his Power Sword to heal injuries inflicted upon her by an angry Mutant. Grateful for He-Man's kindness, Linda kissed the hero, though she could not resist [illegible] commands when he ordered her to attack He-Man.

LITKA

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Litka was a young girl from Omega [illegible], looked after her while [illegible] father was held captive by Mara.

LIZARD MAN

TITLES
Heroic Cold-Blooded Ally

OTHER NAMES
Gayn
Lizard Man [illegible]

AFFILIATIONS
Heroic Warriors
Masters of the Universe

WEAPONRY
Sword

SPECIAL ABILITIES
Agility
Stealth
Sticking to walls
Speed
Leaping great heights

[illegible] FILMATION MOTU ANIMATED SERIES
The high spirited and reliable Lizard Man was a unique-looking Heroic Warrior. He was a green lizard human, [illegible] with a blue [illegible] and webbed hands. Never the leader, he was always ready to obey orders and help in any way he could. Small and agile, he could climb on walls, move quickly, and leap great heights. He was often found sun bathing atop large rocks.

[illegible] MOTU CLASSICS
Lizard Man, also known as Gayn, was a reptilian warrior who chose to ally with the Masters of the Universe rather than serve the cold-blooded Snake Men. Despite suffering discrimination because of his genetic connection to the Snake Men, he remained a devoted, good-humored friend with a warm heart.

LIZORA

AFFILIATIONS
Evil Mutants

WEAPONRY
Radiation rifle

SPECIAL ABILITIES
[illegible]

[illegible] UK WORLD MOTU ANNUALS
Hailing from the Slime Desert on Denebria, Lizorr was a cold-blooded Mutant who spoke in a hissing lisp and was both cowardly and calculating. He favored his radiation rifle and required a temperature radiator to maintain his body temperature.

[illegible] GERMAN [illegible] MOTU COMICS
The most volatile of the Mutants, Lizorr refused to follow Skeletor's orders when the Lord of Evil failed to conquer Primus. After a [illegible] under Kiyor's mind control, Lizorr finally submitted to Skeletor.

[illegible] HE-MAN MINI-COMICS
Lizorr was a reptilian Mutant hailing from the Slime Desert on Denebria. He was a capable fighter with armor plated skin. Because of the scorching conditions of his native environment, Lizorr wore a climate-control pack. He was most often seen assisting Mutant leader Flogg. Lizorr spoke with a lisp due to his reptilian nature.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
In the New Adventures series, Lizorr could extend his reptilian tongue to ensnare his enemies.

CHARACTERS

LOB

SPECIAL ABILITIES
Farming

[illegible] LADYBIRD MOTU BOOKS
Lob was a farmer on the planet Eternia who was injured when his farm was attacked by the Beast People. The monsters stole his goats and Lob's injuries were treated at the Royal Palace.

LODAR

WEAPONRY
Spiked mace

SPECIAL ABILITIES
Magical powers
Fierce combat skills

[illegible] MOTU MINICOMICS
The cruel and mysterious Lodar took seductive delight in watching his gladiators kill one another. He wore an armored mask to obscure his features. Powerful and highly skilled in combat, Lodar also wielded formidable magical powers and could project explosive blasts from his fingertips. Since Lodar's magic was reliant on the sun and moons, he was unable to use it while imprisoned underground.

Lodar subjugated the whole of Targa and turned it into an enslaved city. Within Targa's confines, Lodar pitted warriors against one another in his deadly gladiatorial arena. He also commanded an army of vicious hobgoblins.

[illegible]

[illegible] MOTU CLASSICS
Lodar was a gladiator in the Perpetual slave city of Targa when he stole magic from Zodac, gaining the ability to draw power from the Eternian sun and moons. Nearly invincible and now corrupted, Lodar conquered Targa. He created hideous Robots which he pitted his subjects against in the arena where he once fought. During the Great Wars, Zodac helped King Grayskull liberate Targa and trap Lodar in catacombs beneath the city. He endured meditating for thousands of years until Queen Balina and Drakul freed him, exposing Lodar to the Eternian sun again. Lodar helped them usurp Targa from Princess Randi, turning it back into a slave city. Randi sought He-Man, who helped drive Lodar back into the catacombs.

LODEN

[illegible] FILMATION POP ANIMATED SERIES
When the Horde attempted to raise taxes on poverty-stricken Loden and his wife Elsa, Loden lashed out and incurred the wrath of General Sunder. The couple were taken prisoner, leaving their daughter, Molly, to seek out the Great Rebellion for help.

LOKINI

AFFILIATIONS
Evil Horde
Great Rebellion

SPECIAL ABILITIES
Hand-to-hand combat

[illegible] FILMATION POP ANIMATED SERIES
Lokini was a rough but reluctant member of the Horde who served as second-in-command under Force Captain Adora. The two formed a close friendship. Lokini only remained loyal to the Horde because her father, Tralina, was being held on Beast Island. Lokini later defected to the Great Rebellion after rescuing her father.

LOKUS

SPECIAL ABILITIES
Sorcery
Teleportation
Shape-shifting

[illegible] FILMATION MOTU ANIMATED SERIES
A small, baboon-like demon, Lokus was the obedient servant and messenger of the Spirit of Evil. The creature was known to be crafty and could turn an individual's desires into a weakness to be exploited. He had the ability to change his appearance and was punished by the Spirit of Evil when he failed to capture a soul.

LOO-KEE

[illegible]
Hikes and [illegible]

[illegible]
Petrus [illegible]

AFFILIATIONS
Great Rebellion
Kon-Seals

SPECIAL ABILITIES
Hiding
Teleportation
[illegible]

1985 FILMATION POP ANIMATED SERIES
Loo-Kee, son of [illegible], was a member of the Kon-Seals, a race of creatures that used their unique hiding abilities in order to aid the forces of good. Not only was Loo-Kee an expert when it came to hiding, he also had the ability to teleport short distances. Loo-Kee first made himself known when the Whispering Woods was frozen in time. Being a creature of magic, Loo-Kee was [illegible] the Horde's [illegible] down. Summoned by Light Hope, Loo-Kee learned the secret identities of both Prince Adam and Adora. During a mission to rescue his fellow Kon-Seals from [illegible] Island, Loo-Kee demonstrated a great deal of impatience in an encounter with Dympsy of the Slime Pit.

1985 POP MINICOMICS
Unlike in his Filmation portrayal, Loo-Kee never interacted with the other characters in the POP minicomics. A colorful being with a fuzzy blue tail, Loo-Kee could be spotted in the background of She-Ra's adventures and appeared at the end of the story to deliver a lesson.

1986 GERMAN POP AUDIO PLAYS
The German POP audio plays had their own unique take on the character of Loo-Kee. Also known as Petrus Edelman, Loo-Kee was a [illegible] friend to the Etherian [illegible]. [illegible] centimeters tall, he regarded his little brother as an embarrassment to the family at [illegible] centimeters. When he discovered an invisible [illegible] belonging to his mysterious ancestors, he learned that they had been famous sorcerers, and [illegible] considered it his solemn duty to become a great sorcerer himself. His magical abilities were sorely lacking, however, and he invested more time in building inventions, usually ones that enabled him to fly. He would constantly try to turn the most unlikely item into a flying machine, such as a rocking horse, a plum, or a bean box, and every flight ended with a crash. He became a celebrated hero of the Crystal Castle when his dog-[illegible] and artificial [illegible] drove Catra from the fortress. Loo-Kee often flew on a [illegible] magic carpet, and when something didn't work as planned, he would shout, "Shame!"

[illegible]

2001 MOTU CLASSICS
Blessed with powers to go unseen by his enemies, Loo-Kee went on a [illegible] mission for the Great Rebellion, watching out to warn them of nearby [illegible] Horde [illegible], especially those with minds and hearts that championed the side of good. He was present during the "Final [illegible] Battleground," but as a pacifist he never participated in physical combat.

[illegible]

[illegible]

2012 DC MOTU COMICS
Loo-Kee made a number of cameos in the 2012 DC Comics and, as usual, could be spotted in random locations. He never played an integral role in the plot, nor did he have any dialogue in these stories, but eagle-eyed readers could sometimes see him looking at or participating as a background player in the story's events.

LOOS

1983 FILMATION MOTU ANIMATED SERIES
Loos was a young blind boy who lived in the city surrounding the Royal Palace. Prince Adam arranged for Loos to meet his hero, He-Man, and travel with him and Ram Man to the legendary Singing Crystals. During the expedition, He-Man and Ram Man were blinded. The two heroes had to rely on Loos's expertise and learn to use their other senses to overcome their challenges. The young lad showed that being blind doesn't mean being helpless as he saved the day.

LORD CHOLOH

2001 MOTU CLASSICS
Lord Choloh was the ruler of the Vine Jungle. When [illegible] won upon the reigning champion, Vykron, in Choloh's gladiatorial arena, he claimed rule of the Vine Jungle, forcing Choloh to abdicate his throne. Choloh was renowned for his beard, which he had grown to an epic length.

[illegible]

LORD DACTYS

TITLES
Heroic Bat Warrior

OTHER NAMES
Lord Dactus

AFFILIATIONS
Masters of the Universe
Eternia

HERITAGE
Ancestral Beasts of Eternia

SPECIAL ABILITIES
Flight
Superb hearing

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Lord Dactys led the bat-like Spelleans of Subternia. A tall warrior, he possessed excellent hearing and the natural ability of flight. He wielded a sword made from the fossil Spelleansteel. The feud between Lord Dactys and his rival, Cirathus, ended when they had to join forces to rescue a group of Caligars captured by the Snake Men. He later joined Randor's Eternian Council.

2008 MOTU CLASSICS

The Classics canon changed the Spellean Lord's name from Dactys to Dactus and provided new details. After Lord Dactus and Cirathus had fought alongside King Miro during the Great Unrest, they returned to their respective Subternian kingdoms to find them in ruins. They each believed the other was the cause. Later, after joining the Eternian Council, Dactus led his forces against the Horde and the Snake Men in the Second Ultimate Battleground.

LORD OF INSANITY

AFFILIATIONS
Spirit Army

SPECIAL ABILITIES
Infused with negative energy

1984 GERMAN INTERPART-CONDOR MOTU COMICS

The Lord of Insanity was a Manic Being completely made up of negative energy. Originating in the Dimension of Insanity and wanting to conquer Eternia, he sent an army of spirit-like monsters through an interdimensional gate in space to destroy Castle Grayskull. He tried to sever He-Man's connection to the positive energy of Castle Grayskull. Instead, He-Man used his Power Sword to close the interdimensional gate, resulting in the Lord of Insanity and his army fading away. Before he dissolved, the Lord of Insanity swore vengeance on He-Man if he ever was able to take form again.

LORD OF MARAD

1984 UK WORLD MOTU ANNUALS

The Lord of Marad was the elderly leader of the Marsh People of Marad City.

LORD TODD

1985 FILMATION MOTU ANIMATED SERIES

Charismatic and dressed in a flowing cape, the nobleman Lord Todd charmed everyone at the Royal Palace with his magical tricks and gifts. An expert game player, he proved to be the only person ever capable of beating King Randor at chess. However, Lord Todd was not all that he seemed. When he took Teela on an excursion to his home in the ancient Castle Stang, she discovered to her horror that he was in fact an evil alien creature in disguise who conducted a series of diabolical games throughout the cosmos and desired Teela as his queen. He-Man came to Teela's rescue as Lord Todd attempted to transport her to his home dimension. He-Man trapped Lord Todd in his home dimension, preventing him from returning to Eternia.

SPECIAL ABILITIES
Disguise
Expert gaming abilities

LORD TYRIN

SPECIAL ABILITIES
Sorcery
Teleportation
Draining the life force from others

1985 FILMATION MOTU ANIMATED SERIES

Two centuries in Eternia's past, Lord Tyrin and his wife, Lady Saline, roamed Eternia in search of power. Though not entirely evil, they kept themselves beautiful by destroying Eternia's plant life. The pair fell asleep for two hundred years in order to let the Eternian plant life regrow and allow the people to forget their destruction. When Lord Tyrin awoke, he found himself withered, gnarled, and no longer recognizable to his wife. He attempted to enslave the people of Eternia once more but soon realized that gaining friends was better. Once he destroyed the amulet around his neck, he was returned to his youthful looking self.

LORE

LUBIC

LUNA

LYRA

LYGON

MACH

MADAME HERBISTA

MADAME RAZZ

TITLES
Magical Witch of the Whispering Woods

OTHER NAMES
Regina Razz

AFFILIATIONS
Great Rebellion

SPECIAL ABILITIES
Sorcery

FILMATION POP ANIMATED SERIES

More than five hundred years before She-Ra's time, Madame Razz lived in Etheria, making her one of the oldest members of the Great Rebellion. The compassionate witch was extremely sprightly for her age. She wore a long hat that hid the top half of her face. Razz was frequently mixing up spells, sometimes with disastrous consequences, but she always came through in the end when she was needed most. Her magic and wisdom saved the day on numerous occasions. When the Horde invaded Etheria, she parted from her boyfriend Pol, though the two were reunited many years later.

A trusted friend and confidante, Madame Razz served as a mother figure to Adora and often offered advice to the young Rebel leader. Her sidekick, Broom, was always by her side, and while it was unknown how the two met, their friendship was strong. Razz was one of the only few who knew She-Ra's secret identity as Adora.

GOLDEN POP BOOKS

The Golden Books established Madame Razz to be one thousand years old.

LADYBIRD POP BOOKS

Due to earlier depictions, the Ladybird books added that Madame Razz was 1,009 years old and was taught magic by the witch Madame Whizz.

UK POP COMIC MAGAZINES

The UK comics established that Madame Razz came from another world and was at least five hundred years old. She and Broom shared a close friendship with Orko and Dree Elle.

MOTU CLASSICS

A fledgling witch from the Whispering Woods, Madame Razz offered shelter to the surviving Royal Family and their allies after the Battle of Bright Moon. Along with Bow and Glimmer, she helped found the Great Rebellion.

MADAME WHIZZ

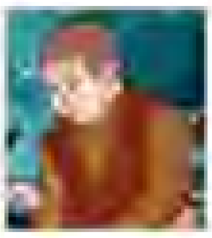
SPECIAL ABILITIES
Sorcery

LADYBIRD POP BOOKS

Madame Whizz was Madame Razz's former teacher. She lived with her cat in a gingerbread house within the Whispering Woods and, unlike her student, was human.

MADOOK

SPECIAL ABILITIES
Inventing
Intelligence



1983 FILMATION MOTU ANIMATED SERIES
Short, squat, and dressed in ill-fitting clothes, Madook was an inventor who wished to serve Skeletor by using his invention that controlled animals. He worked with Skeletor in a bid to pass with the possibility of replacing Beast Man.

MAGNETO-BOOMERANG VENDOR

1983 FILMATION MOTU ANIMATED SERIES
A gruff and impatient man, the Magneto-Boomerang Vendor had a stall in the Royal Palace street market. Like many of the vendors, his mood was improved by money.

MAIA

1985 SR MOTU WARRIORS
Maia was a young girl from the pleasant Etherian village of Elora. The daughter of villagers Thomas and Maria, she became infatuated with her hero, She-Ra. Maia even helped She-Ra save a Rebel heroine from the Horde.

MAJOR ANDREA STEELE

AFFILIATIONS
Earthlings

SPECIAL ABILITIES
Various specialties

1983 FILMATION MOTU ANIMATED SERIES
Major Andrea Steele and Colonel Mark Blaze were astronauts from Earth who travelled through a vortex and arrived on Eternia. Andrea's father had taught her how to cook, and her mother taught her judo. Exceedingly clever and agile, she tricked Two Bad's heads into fighting each other before helping He-Man thwart an attempt by Skeletor to invade Grayskull.

MAJOR HEADER

AFFILIATIONS
Revenge Squad

WEAPONRY
Detachable spiked boomerang-head

SPECIAL ABILITIES
Detaching his head

2019 MOTU CLASSICS
Major Header was a member of Lady Slither's Revenge Squad. He was sent to Trolla by the Unnamed One. He had the ability to detach his own spiked head from his body and swing it at his enemies. He and the Revenge Squad attempted to defeat the Defenders of Trolla so the Unnamed One could seize the Overlords' Temple of Power.

MALA

SPECIAL ABILITIES
Sorcery

2005 GERMAN MOTU AUDIO SCRIPT
A witch collaborating with Skeletor, Mala pretended to be a well-meaning sorceress and obtained Teela's trust and friendship, eventually tricking her into stealing He-Man's Power Sword. After Orko stopped her from bringing the sword to Skeletor, an infuriated Mala rushed back to Snake Mountain. She rode in a rock wagon pulled by a unicorn.

MALLEK

TITLES
"The Wizard of Stone Mountain"

SPECIAL ABILITIES
Sorcery

1983 FILMATION MOTU ANIMATED SERIES
A powerful young sorcerer, Mallek was more commonly known as the Wizard of Stone Mountain. In his youth, Mallek was at the City of Wisdom with Teela. He had a crush on her, but the relationship never developed. After she rejected his offer of marriage, a devastated Mallek spent years alone in his tower, claiming that he was held prisoner by the memory of the one he loved. After being taken advantage of by the Spirit of Evil, Mallek realized the error of his ways and finally accepted that Teela would never love him. Instead, he fell in love with his assistant Karyn, and the two of them began a relationship after Karyn saved Mallek's life. On a later occasion, Mallek was entrusted with guarding the Fountain of Life.

MALLY

1985 FILMATION POP ANIMATED SERIES
When Mally's parents were taken captive by the Horde, she sought out the help of the Great Rebellion. Defiant and feisty, she was a free-born living soul who worked tirelessly to rid Etheria of the Horde. She married General Sunder after his defection from the Horde. The couple later had a daughter, Tory.

MAN CRYSTAL

AFFILIATIONS
Defenders of Trolla

WEAPONRY
Crystal staff

2020 MOTU CLASSICS
Man Crystal was a member of the Defenders of Trolla who protected the Temple of Power against Lady Slither and the Revenge Squad. Riding a one-man flying platform into battle, he wielded a crystal staff that resembled the Staff of Avion.

MAN-AT-ARMS

TITLES
Heroic Master of Weapons

OTHER NAMES
Duncan

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Heroic Defenders
Snake Men

WEAPONRY
Mace
Arm cannon
Blaster
[illegible]

SPECIAL ABILITIES
Inventing
Knowledge and mastery of armaments
[illegible]

[illegible] MOTU MINICOMICS

In his earliest depictions, Man-At-Arms was a [illegible] weapons master whose people were [illegible] for their mastery of all armaments. He was a loyal ally to He-Man and the warrior goddess Teela. Man-At-Arms was ever at the ready to assist in battle against Skeletor and his evil minions.

The Master of Weapons wore remarkable protective armor which featured complex technological components. In one instance this armor saved his life when he took an otherwise deadly fall from the airborne Wind Raider. Man-At-Arms often rode a Battle Chariot armed with a flame-throwing weapon.

[illegible] DC MOTU MINICOMICS

In the second wave of minicomics, the concept of Man-At-Arms being Teela's adoptive father was introduced. The Goddess of Grayskull left her cloned daughter in Man-At-Arms' care, and he raised her as his own. Naming her Teela in honor of the Goddess, Man-At-Arms trained her in the ways of battle.

Stationed at the Royal Eternian Palace, Man-At-Arms loyally served the king and queen and protected the surrounding lands alongside He-Man.

[illegible] DC MOTU COMICS

Sharing King Randor's disappointment in Prince Adam, Man-At-Arms was frequently frustrated throughout the DC MOTU comics, constantly berating Adam for failing to learn the lessons of combat he'd been taught. As the prince's mentor, Man-At-Arms feared Adam's lack of responsibility and progress would reflect poorly on himself. In this version, Man-At-Arms was not aware of Prince Adam's dual identity.

With a fondness for finely crafted weapons and the heat of battle, Man-At-Arms would race to He-Man's aid, poised to fight beside Eternia's hero. His armor concealed many tricks, including a variety of weapons often catching his enemies off guard.

Remaining close to his daughter Teela, Man-At-Arms was always [illegible] by her bravery in battle.

[illegible] FILMATION MOTU ANIMATED SERIES

The Filmation MOTU animated series further fleshed out the character of Man-At-Arms. Duncan was taught by an intellectual named Rohan in his youth. The young man's eagerness often caused his projects to malfunction, prompting Rohan to teach Duncan patience. As Eternia's Man-At-Arms, Duncan was in charge of the kingdom's defenses, especially at the Royal Palace. A master of invention, he could create or repair nearly any kind of machine. King Randor often turned to Man-At-Arms for advice and relied on him to maintain the peace whenever the kingdom was in danger. Man-At-Arms invented and built many of the weapons and vehicles used by He-Man and the other Heroic Warriors.

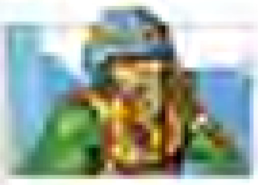
Though Man-At-Arms shared a father-son type of relationship with Prince Adam, he and He-Man fought alongside one another as comrades. Adam would often come to him for advice and guidance. Man-At-Arms was one of the few people who knew that Adam and He-Man were one and the same. When the Sorceress gave birth to Teela, she asked Man-At-Arms to raise her daughter. Sworn to conceal her mother's identity, Man-At-Arms gave Teela love, guidance, and training. He watched with fatherly pride as she became one of Eternia's bravest warriors.

Man-At-Arms carried many weapons, gadgets, and tools with him. Among these were [illegible], a grappling hook, [illegible], a [illegible], a tether line, and a laser sword.

With his inventiveness, mechanical skill, and fatherly guidance, Man-At-Arms was one of the most valuable and beloved members of the Heroic Warriors.

[illegible] GOLDEN MOTU BOOKS

The Golden books established that Man-At-Arms had trained Adam and Teela since they were children. Besides his other inventions, he also built Robots.



[illegible] LADYBIRD MOTU BOOKS

In contrast to other media, Man-At-Arms was assisted in his workshop by little green skinned servants known as [illegible].

1983 KID STUFF MOTU RECORDS

A friend and confidant to Prince Adam, Man-At-Arms rode the giant falcon Zoar through Eternia's skies, searching for trouble from Skeletor and his minions.

1983 ITALIAN MU MAGAZINES

Man-At-Arms was known as a great gladiator in the MU comics. His weapon of choice was his Thunder Mace, but he was an expert in all types of combat. Loyal and self-confident, he did not fear anyone when he attacked with his assault tank, the Battle Ram. His favorite activity was building and testing new weapons.

1984 UK WORLD MOTU ANNUALS

The UK World MOTU annuals showed that Man-At-Arms harbored the hope that a relationship would blossom between Prince Adam and his adopted daughter Teela.

1984 GERMAN MOTU AUDIO PLAYS

A brilliant inventor, Man-At-Arms built countless vehicles and weapons for the Masters of the Universe, among them the Flip Tank, He-Man's Battle Armor, Stridor, the Slimeling, and the Fearless Mobile. He even modified and improved vehicles left behind by enemies. The weapons smith kept constructing new machines all the time, but also was a formidable warrior who accompanied He-Man on most adventures.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Man-At-Arms truly was a master of weapons and technology. As such, he kept enhancing his own armor by implementing features such as capture field plunges he could shoot out of the hands or a force field protecting him from laser blasts. Man-At-Arms proved his skills by building vehicles such as the Wind Raider and Battle Ram as well as special machinery like the disintegrator and a remote-controlled robot spy to observe areas without harm. The Eternian weapons smith was one of few who knew that Prince Adam was He-Man. Man-At-Arms also was the adoptive father of Teela. Usually looking at things from a practical point of view and not having any romantic sense, Man-At-Arms raised Teela to become a brave warrior. In later adventures he also began growing a mustache, in contrast to his earlier cleanly shaved look. Man-At-Arms used his technological skills to protect Eternia from the forces of evil.

1985 FILMATION POP ANIMATED SERIES

Building on his portrayal in the Filmation MOTU animated series, the POP series established that Man-At-Arms was one of the few people who remembered Adora's kidnapping, and he was overjoyed when she was reunited with King Randor and Queen Marlena. Later, he brought his scientific prowess to Etheria and aided in the Great Rebellion's battle against Shadow Weaver's Shadow Beasties.

1986 MARVEL STAR MOTU COMICS

Man-At-Arms possessed a gruffer personality in the Marvel Star comics than in other media, displaying far less patience with Orko's antics. When Prince Adam's Sword of Power was transported thirty years into the future, an alternate timeline was created where Skeletor conquered Eternia. Before he was killed, Man-At-Arms had the foresight to hide another time-travel device for the past Adam to find.

1986 MOTU NEWSPAPER STRIPS

Though largely consistent with the Filmation portrayal, the newspaper strips depicted an unusual side of Man-At-Arms' personality. He developed a romantic relationship with Lady Melinda, a member of King Randor's court and scientist from the City of Rundale. The couple were eventually engaged.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Man-At-Arms helped ensure that Prince Adam was given great wisdom in his upbringing, knowing that the boy was destined for something very important. As one of the Sorceress's closest confidants, Man-At-Arms, together with Orko, was one of the first people aware of the dreadful threat coming to Eternia while Skeletor was working to breach the Mystic Wall. When the day foretold by the Sorceress finally came, Man-At-Arms answered the Sorceress's summons and accompanied Adam to Castle Grayskull, where the prince gained the powers of He-Man. He-Man honored Man-At-Arms by inviting him to become the first member of the Masters of the Universe, the team he intended to form to defend Eternia. In addition to Man-At-Arms' skills with Eternian technology, he also demonstrated the ability to understand certain alien technologies.

In the first comics, Man-At-Arms did not have a mustache; however, as of issue seven, Man-At-Arms was given a mustache to further reflect his cartoon appearance.

1987 MOTU FILM

While generally consistent with other media, the live-action movie added a few traits to Man-At-Arms' personality. He was shown to have a weakness for food and often felt hungry during combat, though when Teela complained about this he was quick to point out that during the Siege of Eton he went for thirty days without rations. It was implied that he was Teela's biological father, rather than her adoptive father, as in other canons.

1989 GERMAN EHAPA MOTU COMICS

Man-At-Arms was known to be a brilliant inventor and genius strategist. This made the Master of Weapons an essential part of the Heroic Defenders. Man-At-Arms was one of the few who knew that Prince Adam and He-Man were one and the same and served as Adam's mentor when the prince was still youngling. Man-At-Arms was Teela's adoptive father and had a psychic connection to the Sorceress of Grayskull. The Master of Weapons was a formidable warrior who did not hesitate to attack numerous opponents to help his friends.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Mostly consistent with earlier canons, the MYP animated series revealed some fresh insights into Man-At-Arms' character. A disciplined soldier and strategist, he was trained by Dekker and studied the ways of the Elders. Man-At-Arms led the Defenders of Eternia as Randor's second in command and was thus leading the Masters of the Universe next to He-Man. He learned how to shield his thoughts and feelings from telepathy. He created a multipurpose Battle mace which could transform into a telescope, flashlight, grappling hook, and other tools. His armor concealed a variety of tools and weapons, including blades, retractable hand and shoulder cannons, rocket launchers, and more. On one occasion, Man-At-Arms was transformed into a Snake Man against his will.

Duncan had previously fought in the Great Unrest alongside his older brother

Fisto, but he had been estranged from Fisto for many years after the latter allegedly deserted his comrades in the heat of battle. The conflict with the Snake Men eventually brought the two brothers back into contact, and when Fisto saved his brother's life and injured his hand in the process, Man-At-Arms repaired Fisto's hand out of gratitude, converting it into a powerful mechanical fist. Relations between the two siblings remained frosty, as Man-At-Arms had trouble forgiving Fisto for his alleged desertion many years before, despite Fisto protesting his innocence.

2002 MVCREATIONS MOTU COMICS

Expanding Man-At-Arms' characterization from the MYP animated series, the MVCreations comics provided a glimpse into the greatest fear when he encountered Scare Glow. He feared the day when he would be too old and weak to be of service to the Masters of the Universe. Man-At-Arms was once thrust into a parallel dimension and traded places with an evil version of himself. He also took a very seriously whatever they had good son on the battlefield.

2008 MOTU CLASSICS

Combining elements from other canons, the Classics introduced some new details of Man-At-Arms' life. Before he became the Man-At-Arms for King Randor, Duncan was a prodigy apprenticed to Dekker, and the pair travelled throughout Eternia. Duncan learned military strategy, diplomacy, weapon making and personal combat in battles against Count Marzo. He and his brother, Fisto, became soldiers during the Great Unrest. When tragedy befell the Royal Family, King Randor invited Duncan to become his Man-At-Arms and assemble an elite force that would later be known as the Masters of the Universe.

Man-At-Arms used his technical expertise to create or enhance the abilities of many Masters of the Universe, including Roboto, Fisto, Mekaneck, and others. While Prince Adam searched for the magic Sword of Power, Man-At-Arms built a technological version as a temporary substitute.

After many years serving King Randor, Man-At-Arms was transformed into a Snake Man by King Hiss. His technical expertise proved to be an asset to the Snake Men until the Second Ultimate Battleground, during which he suffered a mortal injury from his former comrade Chief Chomp. Teela's magic restored his humanity long enough for him to express to her his love and pride before he died.

[illegible]

[illegible]

[illegible]

2012 DC MOTU COMICS

The 2012 DC comics established that Duncan and Randor had been close friends in their youth. When Duncan was severely weakened by the venom of a Lizard, he began relying on advanced armor and weaponry to fortify his strength.

Duncan also became romantically involved with the Sorceress at some point in their past. Through this relationship, Teela was born, making Duncan her biological father in this continuity.

He helped He-Man when the Masters were transported to Earth and encountered many of its superheroes, including Batman and the Justice League.

After the Horde used a satellite in space to attack, he converted Roboto into a spacesuit and was the first Eternian ever to travel into space. When he crashed back on Eternia, he was captured by Tri-Klops and subjugated to the Slime Pit. Under Skeletor's influence, Man-At-Arms, now dubbed "the War Wraith," tried to kill Prince Adam. When he was caught off guard by King Hssss in Adam's body, he was knocked down and the slime influence began to wane.

Man-At-Arms revealed before his capture that he'd managed to implant a microbomb into Tri-Klops's eye. The resulting explosion destroyed the shield around Castle Grayskull and created an opening to attack. Before the final battle, Duncan found his dying daughter Teela, who was no longer the Sorceress. Using what little magic he knew, he transferred his life essence into her, lovingly surrendering his life energy so his daughter could live.

MAN-E-FACES

TITLES
Human... Robot... Monster!
The Three-Faced Man
Master of Disguise

OTHER NAMES
Man-E-Robot
Man-E-Monster
Perkasio

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Heroic Defenders

WEAPONRY
Blaster
Staff
Mace

SPECIAL SKILLS
Face changing
Acting
Disguise
Technological aptitude
Access to magic and space
Superhuman strength
Superhuman senses

1983 DC MOTU MINICOMICS
A renowned actor, Man-E-Faces delighted audiences throughout Eternia with his ability to bring roles to life. He wore many masks on the stage, though his small red domino mask did not hide the fact that he was dashingly handsome. His talents as an actor inspired Skeletor to kidnap and force him to drink a noxious potion which transformed him into a rampaging monster. The Sorceress intervened and turned Man-E-Faces back into a human, but Skeletor appeared and forced him back into the monster form. This tug-of-war back-and-forth resulted in a third persona—a robot—which was neither good nor evil. Although He-Man ultimately rescued Man-E-Faces from Skeletor's clutches, the actor had permanently acquired the ability to change from man to robot to monster.

Man-E-Faces subsequently joined the Heroic Warriors, though the Sorceress harbored fears that Skeletor would attempt to use his alternate identities for evil.

1982 DC MOTU COMICS
While adding little to the character's portrayal, the DC comics established that Man-E-Faces could be controlled by the combined halves of the Sword of Power.

1983 FILMATION MOTU ANIMATED SERIES
Unlike his earlier depictions, Man-E-Faces was an outcast from society due to his face-changing abilities. In contrast to other canons, he assumed his persona when changing faces and had full control over the transformations.

Having been rejected by humanity, he adopted a bullying personality and terrorized the Widgets, who fearfully served him. After learning of this, Skeletor attempted to recruit him into his Evil Warriors, but Man-E-Faces refused to serve him, and after being rescued from Skeletor by He-Man, he changed his ways and joined the Heroic Warriors instead. Orko was the one who gave him the moniker "Man-E-Faces."

After joining the Royal Court, Man-E-Faces used his face-changing abilities to become an actor renowned throughout Eternia, performing before the nobles of the planet. He was able to change to other faces besides the robot and the monster, including Skeletor, Beast Man, and even Orko. His acting talents were later put to use by the Heroic Warriors when he disguised himself as Beast Man and infiltrated Skeletor's ranks. Man-E-Faces later developed a close friendship with Ram Man.

1983 GOLDEN MOTU BOOKS
The Golden books assigned special powers to each of Man-E-Faces' personas. With his human face, he was a skilled warrior; with his robot face, he gained intellect and the ability to trace tracers; with his monster face, he acquired superstrength and could detect dangerous foes.

1984 UK WORLD MOTU ANNUALS
The UK World MOTU annuals provided another backstory for Man-E-Faces. Cursed by Skeletor, Man-E-Faces was burdened with three distinct personalities. As a human, he was kind and gentle; as a monster, he was destruction; as a robot, he would do the bidding of the first person to command him. Skeletor could bring forth the robot and monster personas with a blast of his wand, and Man-E-Faces hoped to one day find a way to break the Lord of Destruction's curse.

1984 GERMAN MOTU AUDIO PLAYS
The German audio plays presented another tragic history for the three-faced Man-E-Faces and his beautiful daughter lived in Eternia's distant past. When a Kalandan scientist captured and experimented on Man-E-Faces with the intention of turning him into a living battle machine, Man-E-Faces' body was merged with that of a robot and an alien from another universe. Unwilling to be used to conquer the scientist's world, Man-E-Faces escaped through a time field, but his daughter [illegible] ceased to materialized time and was presumed dead. Though the details remained murky, Man-E-Faces blamed Skeletor for his daughter's death.

He-Man met Man-E-Faces in the Mystic Mountains and saved him from great danger. They became friends, and He-Man was the only person

who knew of Man-E-Faces' past and which face was his real one. Later He-Man and Man-E-Faces traveled into Eternia's past and rescued Man-E-Faces' daughter from a time tunnel. They brought her to the present and she remained with her father.

Unlike in other portrayals, Man-E-Faces' robot persona allowed him to analyze [illegible], and his monster face granted him the ability to discern things unseen by others from the realm of magic and spirits. He particularly disliked dishonest people, and he occasionally assisted Man-At-Arms with his inventions.

1984 GERMAN INTERPART CONDOR MOTU COMICS

The Condor comics depicted Man-E-Faces' struggle with his three personalities. He even went so far as to travel to the "world between worlds" in an attempt to split his human, robot, and monster selves apart. In a significant departure from other versions, Man-E-Faces had the power of flight.

1986 UK MOTU COMIC MAGAZINES

With a similar background to the minicomics, suffering from a curse inflicted upon him by Skeletor, the UK comics depicted Man-E-Faces as a hermit living in the [illegible] where he had [illegible] in order to isolate himself from society so he couldn't endanger others with his alternate personalities. His only company in his desert compound was a Mech Droid that assisted him in his endless research in the hope of finding a cure for his condition. He maintained radio contact with the Heroic Warriors and would summon them via the radio system in the event of an emergency.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series offered some additional color to Man-E-Faces' character: his robot and monster forms were dubbed "Man-E-Robot" and "Man-E-Monster," respectively, and his weapon could transform into a blaster or a mace to complement his current persona. As Man-E-Monster, he displayed an enhanced sense of smell, allowing him to track his enemies. His robot form allowed him to scan his environment and subjects. He was also able to recall information from his database memories.

He prided himself on being a method actor who committed himself fully to his roles, but this strength was turned into a weakness when Beast Man gained control over Man-E-Monster. Feeling guilty at having unwittingly helped the evil forces, Man-E vowed never to play the role of the monster again. However, he later found himself with no choice but to assume this persona in order to save He-Man, and when Beast Man tried to control him once again, Man-E-Faces found the strength within himself to break Beast Man's control. He declared afterward that he had full control over himself and determined what he wanted to be.

It was also revealed that Man-E-Faces' suit helped him control his transformations. When all technology on Eternia was disabled by an evil scheme, Man-E-Faces was shown stuck between his human and monster faces. He was unable to return without the use of his suit.

[illegible] MOTU CLASSICS

In an expansion on earlier portrayals, Parkuetis, the Master of Disguise, drank a magic potion concocted by Skeletor prior to performing for Prince Adam's eighteenth birthday. The potion transformed him into a powerful, evil monster, but He-Man and the Sorceress attempted to cure him. Instead, they inadvertently split him into three personalities, and Man-E-Faces was born as a member of the Masters of the Universe.

Man-At-Arms built Robotina to challenge Man-E-Faces' robot intellect. When the Etherian Rebellion came to Eternia to assist the Masters of the Universe, Robotina met and fell in love with Man-E-Faces. After their victory in the Second Ultimate Battleground, they chose to remain together on Eternia.

MAN-E-FACES II

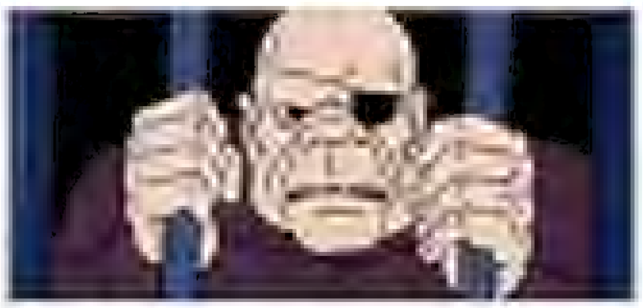
AFFILIATIONS
King He-Man's Masters of the Universe

SPECIAL ABILITIES
Channeling [illegible] of multiple [illegible]

[illegible] MOTU CLASSICS

Man-E-Faces II was a member of King He-Man's new Masters of the Universe, portrayed with a simple green and white design with a clock-shaped emblem on his chest. He helped defend Eternia from enemy attacks and used his unique abilities in conjunction with Spector and the Time Agents to hide Prince Dare, the new owner of the Sword of Power, by sending him into the past. Man-E-Faces II later took part in the Third Ultimate Battleground, fighting on Prince Dare's side after he returned from the past to defeat the Unnamed One.

MANGOR THE HORRIBLE



[illegible] FILMATION MOTU ANIMATED SERIES

Mangor the Horrible was a hulking man with an eye patch. Apparently a criminal [illegible], he was held prisoner in the dungeons of the Royal Palace. Little else was known about him, save for the savage nature that matched his name.

MANTENNA

TITLES
Evil Guy with the Pop-Out Eyes

OTHER NAMES
[illegible]

AFFILIATIONS
Evil Horde
[illegible]

HOMEWORLD
[illegible]

SPECIAL ABILITIES
Extendable eyes on stalks; [illegible] blasts from eyes; [illegible] senses.

[illegible] MOTU MINICOMICS

In the minicomics, Mantenna was a loyal servant of the ruthless Hordak. He possessed a bizarre insectoid appearance with large, eye-like protrusions on either side of his head. His bulbous eyes could extend from their sockets on long stalks. Mantenna's eyes possessed at least two known powers. They could act as powerful sensors which helped Mantenna determine his foes' battle plans. Additionally, his eyes were capable of firing crackling electric blasts at his enemies.

[illegible] UK WORLD MOTU ANNUALS

Though largely consistent with other media, the World annuals depicted Mantenna as a slightly jittery member of the Evil Horde who was easily frightened.

[illegible] GERMAN MOTU AUDIO PLAYS

In the German audio plays, Mantenna arrived on Eternia alongside Hordak but did not immediately make himself known to the Masters of the Universe. He convinced Man-At-Arms that he was a fellow inventor and captured him for Hordak and Skeletor. At first pretending to be very humble, Mantenna was in fact rather sadistic... as he felt delight at the thought of Man-At-Arms being killed by snakes.

[illegible] GERMAN INTERPANI-CONDOR MOTU COMICS

The German Condor comics established that only Skeletor was immune to the stun rays fired from Mantenna's eyes.

[illegible] FILMATION POP ANIMATED SERIES

A product of Horde science, Mantenna was a powerful, if bumbling, member of the Evil Horde. His eyes, extendable on long stalks, allowed him to spy over great distances and could fire a variety of blasts, including stun rays, [illegible] rays and freeze beams.

Often the target of Hordak's wrath for his incompetence, Mantenna was frequently the victim of the Horde leader's tantrums.

[illegible] UK MOTU COMIC MAGAZINES

The UK MOTU comics depicted Mantenna as a power-hungry character who sought riches and eternal wealth. He was always eager to assist Hordak in his schemes in the hope that when Hordak conquered Eternia, he would leave Mantenna to rule it.

[illegible] UK POP COMIC MAGAZINES

In the UK POP comics, Mantenna enjoyed the Season of Grimdell, much to Hordak's dismay. The Horde leader made him get rid of his Season of Grimdell tree.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

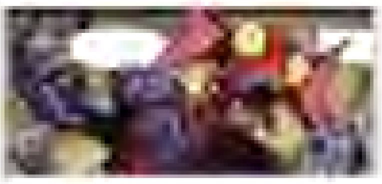
Mantenna had only a brief appearance in the MYP animated series. In Eternia's ancient past, Mantenna participated in Hordak's attack on Castle Grayskull and was shown to shoot laser beams from his eyes at King Grayskull. He and the rest of the Horde were banished to Despondos.

[illegible] MOTU CLASSICS

Utilizing elements of established canons, the Classics offered some additional details. Once [illegible] Solo Jak Lo, a [illegible] from the planet [illegible], Mantenna joined the Horde as an advance scout with uncanny agility, hypersensitive ears, and [illegible] antennae. He fought alongside the rest of the Horde in the First and Second Ultimate Battlegrounds.

[illegible] DC MOTU COMICS

The 2012 DC MOTU comics portrayed Mantenna as a clever and forthright commander in Hordak's army.



[illegible]

MARA

TITLES
Named Ambassador of Primus
Queen of the Mythos

OTHER NAMES
Ward of Primus

AFFILIATIONS
Galactic Guardians
Galactic Protectors
People of Primus

WEAPONRY
Iron Ball
Blaster
Staff

SPECIAL [illegible]
Intelligence
Hand-to-hand combat

1986 HE-MAN NEWSPAPER STRIPS
A keen and highly intelligent apprentice to the [illegible] Master Sebrian, Mara had a [illegible] demeanor. She was described as "the [illegible] of Primus women," yet she and He-Man developed a romantic attachment during He-Man's time on Primus. The pair shared an embrace and kiss before He-Man returned to Eternia.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The New Adventures of He-Man animated series presented a different characterization for Mara. A young assistant of Master Sebrian, Mara supported him in his role as leader of Primus and looked after his general well-being.

Though she had led a relatively peaceful life, she was forced to participate in the battle against the Mutants. Often present in Master Sebrian's home alongside his "nephew" Adam, she noticed that Adam was never around when there was trouble. He always seemed to rush off before He-Man arrived. Master Sebrian and He-Man knew that she was close to discovering his secret identity, and they tried to allay her suspicions. Mara and He-Man grew close, and hints of a romance [illegible] between them.

When Skeletor and the Mutants launched a full-scale invasion of Primus, Mara fled into the [illegible] with He-Man, and they built a rebellion that gradually grew in size until they were able to drive back the Mutants.

Mara was selected as the representative for Primus during negotiations with the Mythos of Nemon. After helping to rescue the Mythos' leader, President Pell, from the evil [illegible], she was asked to remain on Nemon. During her stay on Nemon, Mara and Crita formed an intense rivalry. After she saved the Mythos' capital from a [illegible] attack led by Crita, President Pell made Mara the Queen of the Mythos. She swapped her old white tunic for new blue armor and grew her hair out to such a length that she could braid it and use it as a ball.

As a new member of the Galactic Guardians, Mara took a more active role in defending the Mythos. Mara and He-Man ended up in battle with Skeletor and Crita during the end of the war with the Mutants. Mara was instrumental in helping He-Man defeat Skeletor as the [illegible] Crita.

[illegible]

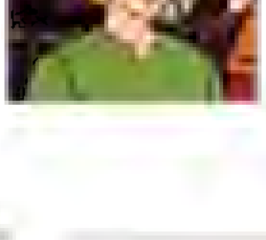
MARAN

1986 HE-MAN AUDIOBOOKS
Maran was the beautiful daughter of Turgul. She was engaged to be married to Prince Diabo. The evil Gofoler once kidnapped Maran in order to force her father to reveal the whereabouts of the fabled Secret Liquid of Life.

MARCUS

1983 FILMATION ANIMATED SERIES
The son of a baker, Marcus wanted power and fame. He believed that the Crown of Knowledge would help him achieve both. Ultimately, he realized the error of his ways and the value in being a baker.

MARSH



1983 FILMATION ANIMATED SERIES
Coldie's son and Orne's older brother, Marsh was an accomplished [illegible] [illegible].

MASHULLA

1984 UK WORLD ROCK [illegible]
Mashulla and her husband, Tariq, lived in the [illegible] village of Kent. Actions [illegible] Prince Adam, she invited him to her baby's naming ceremony.

MASQUE

OTHER NAMES
Lord Masque

WEAPONRY
Demon Mask

SPECIAL ABILITIES
Sorcery
Disguise/Fame
Shape shifting

DISGUISES

[illegible]

1985 FILMATION MOTU ANIMATED SERIES

Masque was a servant of the dark sorceress Shokoti. He possessed powerful dark magic and could disguise himself, leading his enemies into danger. He often carried out his missions with creepy allies, including ones with Trap Jaw and the Reptile Men. Masque's Demon Mask was the source of his power. It could fire out deadly beams and channel his shape shifting. It was revealed that Masque was nothing more than a shadow.

[illegible] MOTU CLASSICS

Lord Masque spent centuries in the Sands of Time searching for the House of Darkness, the enchanted prison of his mistress Shokoti. He finally located her temple and raised it from the sands, but He-Man thwarted his plans. More of an evil shadow than a man, Masque could transform into smoke to make his escape. He was one of Count Marzo's teachers, and his power came from his demon mask, which he stole from Evil-Lyn long ago.

MASTER SEBRIAN

AFFILIATIONS
People of Primus
Galactic Protectors

WEAPONRY
Staff

SPECIAL ABILITIES
Sorcery
Telepathy

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Master Sebrian was the most loyal of the people of Primus, ruling alongside the Inner Council. He knew that as the Mutants continued to attack Primus, the strength of the Inner Council was failing, and the shield would ultimately be brought down, dooming their planet. Seeing that a major event was coming, Sebrian had the great Scientists of Primus create a time vessel to bring the power of the good and the way of the magic from the distant past to protect the planet. After He-Man's arrival, he revealed his secret identity as Adam to Sebrian, and Master Sebrian suggested that they keep his secret by having Adam pose as his nephew, a trader from Levitor. Sebrian took Adam into his home and became his mentor.

Sebrian was an enigmatic figure; he claimed to be centuries old, but was very active for a man of his advanced years. He easily understood the necessity of defending Primus against the Mutants. A wizard with great magical ability, he owned a large library of Scrolls containing arcane knowledge. He was the host of a meeting for other magic users coming from across the Tri-Solar Galaxy. He could communicate with others telepathically and even reach out across time to communicate with the Sorceress.

[illegible]

[illegible] MOTU CLASSICS

The Classics canon provided a few details about Master Sebrian. Master Sebrian was Mara's teacher on Primus during He-Man and She-Ra's years in the Tri-Solar System. Many years later, Master Sebrian appeared among the spectators at King He-Man's coronation on Eternia. He worked with Queen Teela and other powerful magic-users to prevent the Unnamed One's casting of the Spell of Separation from destroying Eternia. Finally, he appeared among the army of the Masters of the Universe led by Prince Dare against the forces of the Unnamed One in the Third Ultimate Battleground.

MARIS

WEAPONRY
Blaster
Laser goggles

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Maris had been banished to the planet Omega 6 by Skeletor. He discovered a supply of Black Omega gas there and planned to use it to destroy the shield around Primus. He liked to refer to himself as "Maris the [illegible]."

MAYOR GUPPI

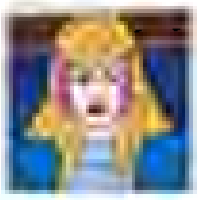
TITLES
Mayor of the Elves of Snowvarthy

SPECIAL ABILITY
Leadership

1985 FILMATION POP ANIMATED SERIES
Mayor Guppi was the respected leader of the elves of Snowvarthy. He confronted the Horde on their behalf to the best of his ability. He was [illegible] by the diminutive [illegible].

MAYOR ZEEKA

AFFILIATIONS
Evil Mutants



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Zeeka became the mayor of Gorn City after she defeated the previous mayor, Koran, in the election. Unlike her predecessor, Zeeka genuinely cared about the people of Gorn City and was dedicated to restoring law and order. To this end, she employed [illegible] and [illegible] Mehac as the sheriff of the city.

MAYOR DINON

1986 UK MOTU COMIC MAGAZINE
Dinon was the mayor of Gorn Town in the Eternia North Fields of the Fright Zone on Primus. A stern and burly man, he was very concerned when his council was unable to pay its taxes to the Horde.

MAYOR OF ELDERON

1985 FILMATION POP ANIMATED SERIES
The Mayor of Elderon was a large gentleman who enjoyed the pomp and ceremony of speaking to the people. His speech was so long-winded that both Bow and Kowl went for a walk.

MEDI-DROID

SPECIAL ABILITY
Medical research

1986 UK MOTU COMIC MAGAZINE
The Medi-Droid was Man-E-Faces' only company at his secret desert camp. Its function was to assist his research to find a cure for his self-transformative and to detect approaching life forms. Whenever it sensed humans nearby, Man-E-Faces would sink the camp beneath the ground and retreat into hiding to avoid the risk of harming someone. More sympathetic than its master, the Medi-Droid felt Man-E-Faces was overreacting by hiding himself from all human society.

MEGATOR

TITLES
Evil Giant Destroyer

AFFILIATIONS
Evil Horde
Snake Men

WEAPONRY
Giant spiked ball and chain

SPECIAL ABILITY
Strength

1987 MOTU BOX TEXT
Eons ago, the gigantic destroyer known as Megator rampaged throughout Preternia with his immensely powerful axe and his dreaded ball and chain. Megator was opposed by the forces of good, comprising the heroic warrior wizard He-Ro and his allies. The giant was hideous in appearance with green skin, long, claw-like fingernails, and sharp fangs.

1987 ITALIAN MAGIC BOY MAGAZINES
In contradiction to the Preternian origins, Magic Boy magazine depicted Megator as a powerful giant created by the mad scientist Tonus at Skeletor's behest. The creature was brought to life via a combination of Tonus's science and enchantment to both Skeletor and Tonus's [illegible] magic. The unstoppable, green-skinned monster rampaged across the present day Eternian countryside as he wielded a gargantuan ball and chain. Skeletor, Evil-Lyn, and Orko all simultaneously tried to control Megator with their magic, which caused the giant to collapse under the mental strain of their uncoordinated control.

2012 MOTU CLASSICS
Megator was an evil giant who served Hordak during the Great Wars after Tytus and other giants from the Mountains of Preternia sided with King Grayskull. Megator was a rampaging menace on Preternia, destroying many peaceful settlements in the hope of goading the giant Tytus into battle. Megator attacked a city on Anwat Gar until a disguised, time-traveling He-Man stopped him.

Evil Megator joined the Evil Horde fighting Grayskull's Masters of the Universe during the Second Ultimate Battleground. During the climactic battle, Tytus, outraged by the death of his friend He-Ro, defeated Megator by throwing him into the iron jaws of the Central Tower. He "perished" when the tower sank into Subternia. Five millennia later, King Hsss discovered Megator's remains and magically reanimated him as a mindless zombie. The enslaved and undead Megator fought in the Second Ultimate Battleground, where he was again defeated and finally destroyed.

MEKANECK

TITLES
The Galactic Scout

OTHER NAMES

WEAPONRY
Mace

AFFILIATIONS
Heroic Warriors
Masters of the Universe

SPECIAL ABILITIES
Mechanically extendable neck
Ability to see over long distances

1983 FILMATION MOTU ANIMATED SERIES

1983 MOTU MINICOMICS

1983 GOLDEN MOTU BOOKS

1984 GERMAN MOTU AUDIO PLAYS

1984 GERMAN INTERPART-CONDOR MOTU COMICS

1986 UK MOTU COMIC MAGAZINES

1987 GERMAN EHAPA MOTU COMICS

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

2009 MOTU CLASSICS

They fought against the Masters during the Second Ultimate Battleground. Mekaneck vanished with the other Snake Men when Horde cast the Spell of Separation.

2012 DC MOTU COMICS
The 2012 DC comics established a special friendship between Mekaneck and Teela. As a six-year-old child, Mekaneck was taunted and teased by other children for his strange ability. Declaring him her boyfriend, Teela put a stop to the torment and said that anyone wanting to get to Mekaneck would have to go through her.

MELAKTHA

SPECIAL ABILITIES
Archaeology
Knowledge of history

1983 FILMATION MOTU ANIMATED SERIES
Wise and slightly cantankerous, Melaktha served as the Royal Archaeologist for the Eternos Kingdom, a position he held with immense pride. He could decipher ancient codes and languages. He led expeditions across Eternia to unearth the planet's oldest ruins and long-kept secrets. Melaktha was often accompanied by his young apprentice, Sarlan.

On occasion, Melaktha was short-tempered. He would jump to conclusions, assume the worst of others, and struggle to accept unfamiliar customs. Despite these flaws, Melaktha had a good heart and always did his best for the Eternian people.

MELDRAG

SPECIAL ABILITIES
Swindling
Shape-shifting

1983 FILMATION MOTU ANIMATED SERIES

Meldrag was a monster masquerading as a travel entertainer. He preyed on the weak willed, making as much money as possible from each world he visited. While on Eternia, he abducted Cringer, whom he intended to sell to Skeletor.

[illegible]

MELDOC

AFFILIATIONS
People of Primus

SPECIAL ABILITIES
Vast scientific knowledge

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
One of the four great Scientists of Primus, Meldoc was the largest and loudest. He maintained a cheerful demeanor, but his ego was just as large as those of his colleagues. Rather absent-minded, he had a habit of falling asleep on the job.

[illegible]

MELIAC

AFFILIATIONS
Galactic Guardians

WEAPONRY
Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Meliac was a cyclopean trader and miner from Gorn City on the planet Denebria. Before He-Man and Skeletor arrived in the future, Meliac's son was killed in a cave-in at the Quinarapha Mine. He was contacted by Skeletor, who used him to lure He-Man into a trap. When the scheme failed, Skeletor attempted to kill Meliac, but He-Man intervened and saved his life.

Indebted, Meliac became an ally of Primus on Denebria and He-Man's contact in Gorn City. After Skeletor's failed attempt at being sheriff of Gorn City, Meliac stepped in and took over the office, bringing in his own allies to serve as his deputies. He kept an eye on Mutant activity and relayed any information on Skeletor and Flogg's schemes to the Galactic Guardians. He was an honorable Alliance with a strong sense of ethics.

MELINDRA

AFFILIATIONS
People of Primus

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Melindra was a woman from Primus who claimed to be He-Man's biggest fan. She was constantly his most obsessive, constantly trying to meet him and snapping pictures at every opportunity.

MELOG

SPECIAL ABILITIES
Strength

1985 FILMATION POP ANIMATED SERIES

The Melog was a creature composed of mud and swamp water from Skull Path. It possessed no emotions of its own, but when She-Ra used the Sword of Protection to transform it into a woman, it became a virtual clone of She-Ra.

[illegible]

MENDOR

AFFILIATIONS
Eternian Warriors

SPECIAL ABILITIES
Healing magic

2012 DC MOTU COMICS
Using healing magic, Mendor attended to those requiring medical attention for the Eternos Kingdom. During the Eternity War he helped heal Snake Men too, though he confessed that he was not too familiar with how to treat them. He had the distinct honor of having delivered Prince Adam and Princess Adora when they were born.

[illegible]

At some point during the Snake invasion, his body was consumed by King Hsss. Hsss took advantage of Mendor's position and magically poisoned all the Snake Men.

MER-MAN

TITLES
Ocean Warlord
The Evil Lord of the Deep

REAL NAME
[illegible]

AFFILIATIONS
Evil Warriors
Mer-People
Sea People
Monster Warriors
Reptilians
Legion of Evil

WEAPONS
Sword of Dakkah
Trident

SPECIAL ABILITIES
[illegible]
Telepathic control of sea creatures
Control of ocean waters
[illegible]
[illegible]
[illegible]

1982 MOTU MINICOMICS

From his earliest appearance in the minicomics, Mer-Man was Skeletor's early servant of the sea. The green-skinned Ocean Warlord wore yellow armor. He possessed great strength with the ability to fight both above and below water. Mer-Man seemingly had the ability to control sea life and once threw an unconscious He-Man into the sea for him to face off against an octopus-like beast. His sword could project blasts that turned into ice. Although he was subservient to the Lord of Destruction, Mer-Man wished to be Skeletor's equal.

1982 DC MOTU COMICS

Treated harshly by Skeletor, Mer-Man betrayed his master and joined to obtain both halves of the Sword of Power himself. Since he and his Mer-People were native to Eternia, he viewed Skeletor as an interloper.

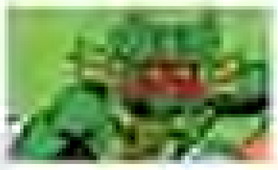
1983 FILMATION MOTU ANIMATED SERIES

The Filmation animated series added much to Mer-Man's characterization. He could telepathically control sea creatures, manipulate tides and waves, and occasionally carried a trident that could project blasts of energy. He was more successful when acting independently of Skeletor. Mer-Man possessed [illegible] and a tendency to keep seaweed behind his ears. He spoke with a distinct gurgle.

1984 MOTU MINICOMICS

Just as in other versions, Mer-Man was an aquatic Evil Warrior who served Skeletor. As he was a water creature, Mer-Man could move at great speeds and dive to great depths when in his natural aquatic environment. In addition, Mer-Man was a skilled combatant both on land and in water. He possessed the ability to control aquatic animals and was fond of using dangerous sea creatures to attack the Heroic Warriors.

[illegible]



1983 GOLDEN MOTU BOOKS

Unlike portrayals of Mer-Man in other media, the Golden books stated that he was native to the swamplands of Eternia.

1985 LADYBIRD MOTU BOOKS

The Ladybird books presented a unique portrayal of Mer-Man. An Ocean Warlord who occasionally worked for Skeletor, Mer-Man ruled the [illegible] Sea People from a fortress of [illegible]. He and his people had mastered the use of Zero Energy, allowing them to freeze things, and Aquapower, allowing them to scan their surroundings and control the sea.

1984 UK WORLD MOTU ANNUALS

In contrast to other depictions, the World annuals established that Mer-Man's powers were connected to the tides and, by extension, the positions of Eternia's moons.

1984 GERMAN MOTU AUDIO PLAYS

With a somewhat darker take on the character, the audio plays depicted Mer-Man as having an intense rivalry with Skeletor. He frequently plotted ways to overthrow his master. He had command over his underlings, the Neptunians, and preferred to defeat his enemies by drowning them whenever possible. In addition to controlling sea life, Mer-Man could also command seagulls to do his bidding.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Though largely consistent with other media, the Condor comics emphasized the fact that Mer-Man often criticized and disagreed with Skeletor. He even went so far as to join forces with Zodac to confront the invaders when one of Skeletor's schemes threatened Eternia's oceans.

1986 UK MOTU COMIC MAGAZINES

In contrast to many of his earlier portrayals, the UK comics depicted Mer-Man as particularly eager and willing to please Skeletor, hoping to become his second in command.

1987 GERMAN EHAPA MOTU COMICS

Only rarely fighting alongside the other Demons of Evil, Mer-Man was a demonic lord of the sea, loyal to Skeletor.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

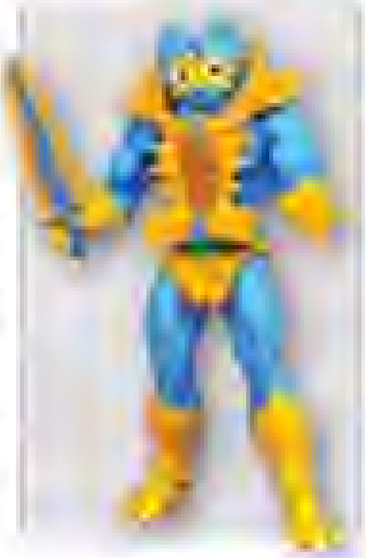
In the MYP animated series, Mer-Man made his home in the Sea of Rakash. He was instrumental in bringing down the Mystic Wall when he found the Cosmic Crystal. It was made clear that the oceans were his domain. Both the heroes and villains had to tread carefully.

2003 MVCREATIONS MOTU COMICS

Building on his portrayal in the MYP animated series, the MVCreations comics presented some backstory for Mer-Man. As the self-appointed king of the seas, Mer-Man became embroiled in a battle with Aquaria for dominance over an underwater settlement not yet under his control. Mer-Man realized he won the war, but in the process lost his kingdom. He joined the Evil Warriors soon after.

2008 MOTU CLASSICS

Combining earlier depictions, the Classics canon also offered new details about Mer-Man. Once Squidish Ilos, Mer-Man ruled the undersea realms until a battle with rival Ocean Gene destroyed his kingdom. He pledged service to Skeletor and reluctantly surrendered from the Sea of Rakash. Mer-Man battled alongside Skeletor and the Masters of the Universe during the Second Ultimate Battleground. During the battle, the Evil Warriors turned on the Masters. Mer-Man and Mermista battled in the ocean. Although the battle was intense, Mermista took Mer-Man's own trident and decapitated him.



2012 DC MOTU COMICS

In the 2012 DC comics, while Skeletor ruled over Eternia, Mer-Man I, the first son of the Ocean Lord Nautilus Aquatia, ruled the seas. Unusual for depictions of the character, he was portrayed as especially unanxious; even as his mid-action Teela plunged a blade through his chest, he was tough enough to survive it and merely considered the act to be of poor taste.

MER-MAN II

AFFILIATION: Masters of Evil Warriors

WEAPON: Trident

2015 MOTU CLASSICS

Mer-Man II was one of the warriors recruited by Skeletor and Evil-Lyn on the Moon of Doom. He fought in the Third Ultimate Battleground as one of Skeletor's warriors fighting for the Unnamed One.

MERMISTA

MICHI

SPECIAL ABILITIES
Wrestling

[illegible] FILMATION MOTU ANIMATED SERIES
The giant Michi was a large man who was an expert at sumo-style wrestling. Not only was he tall, but he was also muscle-bound and extremely strong.

MICTAH

[illegible] UK WORLD MOTU ANNUAL
At 200 years old, Mictah was the oldest citizen in Kleinn Village on Eternia. The magical waters in Kleinn allowed its inhabitants to live two hundred years or more.

MIDGEMITE

[illegible] UK WORLD MOTU ANNUAL
Midgemite was a magical friend of Gwildor.

MIGHTY SPECTOR

TITLE
Heroic Master of Time Travel

OTHER NAMES
Lt. John Spector

AFFILIATIONS
Time Agents
Royal Guard
Masters of the Universe
King Grayskull's Warriors of the Universe

WEAPONRY
Cosmic Key controller
Plasma knife
Plasma pistol
Blaster

SPECIAL ABILITIES
Time travel

[illegible] MOTU CLASSICS
Lt. John Spector served King Randor as a member of the Royal Guard until Skeletor discredited them after banishing Randor to Dimensia. Even without a title, Spector remained loyal to Queen Marlena and the House of Randor. During a battle, he was flung into a time portal to the future, where he was relieved to discover Skeletor defeated and He-Man on the throne. Spector acquired a vortex suit re-engineered from Skeletor's Cosmic Key. This allowed him to operate as a Time Agent fighting for the Royal Family throughout Eternian history.

The Mighty Spector traveled to Preternia and fought alongside King Grayskull in the First Ultimate Battleground. Later, he spirited Sir Laser-Lot out of the past at the time of his historic death to the future to serve as King He-Man's new Man-At-Arms. When Dare was a target of the Unnamed One, Spector took him into the past. Spector died defending Dare from the blade of the Unnamed One's agent Gorgon.

MIK SIPO

AFFILIATIONS
Eternian Royal Guard

IMAGE COURTESY OF DC COMICS

[illegible] DC MOTU COMICS
A member of the Eternian Royal Guard, Mik Sipo conspired with Kronis, Nidus Blak, and Jax Ring to steal gold from a caravan. He and his comrades were betrayed by Nidus Blak.

MIKAR

SPECIAL ABILITIES
Knowledge of science

[illegible] UK MOTU COMIC MAGAZINE
Mikar was a scientist who invented a mind-shield that increased incredible mind powers on its user. He was so dedicated to the task of completing the serum that he was reluctant to leave the tower in which he lived even after a series of earthquakes threatened the region.

MIKROS

AFFILIATIONS
Evil Mutants

SPECIAL ABILITIES
Computer hacking

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Mikros was a computer hacker who was exiled by Master Sebrian from Primus for his criminal activities. Hungry for revenge, Mikros allied with Skeletor and planted a computer creature—the Argonoid—into Primus's new master computer. This allowed the Mutants to invade the planet. He-Man and Artilla managed to turn the Argonoid against Mikros. He was digitized and trapped inside the master computer.

MIGUEL

AFFILIATIONS
Earthlings

[illegible] FILMATION HE-MAN AND SHE-RA ANIMATED CHRISTMAS SPECIAL
Miguel and his sister Alisha were a pair of Earthling children who were brought to Eternia by Orko. They brought the Christmas spirit with them. During their brief stint, they found themselves on both Eternia and Etheria as well as in the clutches of Hordak, the Monstroids, and Skeletor. When Miguel and his sister returned to their home on Earth, their parents did not believe their stories about what had happened to them, but the children surprised their parents when they flew with the help of Man-At-Arms' flying belts.

MILLER PERKINS

1985 FILMATION PRINCE ADAM'S SERIES
A villager from Roxbrown, Miller Perkins was a portly, elderly gentleman who attempted to get the mill wind-mill restarted. He was short on patience and wore an odd hat.

MINISTER CLOUDFOOT

AFFILIATIONS
Magrums

WEAPONRY
Staff

SPECIAL ABILITIES
Cloudwalking

1986 FILMATION POP ANIMATED SERIES
Noble and highly respected, Minister Cloudfoot was one of the oldest authority figures among the Magrums. Many came to him for advice on matters great and small. He wielded a staff adorned with the same insignia found on Fatrax's coach.

MINOX

WEAPONRY
Lightning bolts

SPECIAL ABILITIES
Electrifying body
Projecting lightning
Accumulating energy to increase power

1987 DIE MISSION TOY MAGAZINE
Minox was a robotic Minotaur warrior that dwelled within a complex labyrinth on Eternia. Describing himself as "a creature of [illegible]," he was ordered to eliminate He-Man. His robotic body was electrified, and he could project lightning bolts from his horns. Minox would become stronger as he accumulated energy from outside sources.

Minox could be defeated by dousing his electrified body with water.

2020 MOTU CLASSICS
The Classics version reimagined Minox as a powerful Minotaur cyborg.

MIRA

1985 FILMATION MOTU ANIMATED SERIES
The soft-spoken daughter of the wizard Ilfin, Mira was a brave young woman. She was once kidnapped by Evil-Lyn and Tri-Klops.

MIRANDA

[illegible]

1985 FILMATION POP ANIMATED SERIES
Miranda's family was subject to the Horde's unreasonable taxing of their farm. She was awestruck watching She-Ra rescue herself and her parents, Pablo and Elsa.

MISS SUMMER

AFFILIATIONS
Council of Seasons

1985 FILMATION MOTU ANIMATED SERIES
Miss Summer held a seat on the Council of Seasons, a group that regulated the four seasons on Eternia. She had blond hair and wore an orange dress. Each member of the Council of Seasons had a personality in keeping with their season.

MISSILE TOE

AFFILIATIONS
Skeletor's Evil Warriors

WEAPONS
Bark-skinned gun
Mushroom shield

2020 MOTU CLASSICS
Missile Toe was one of the Evil Warriors assembled by Skeletor and Evil-Lyn on the Mount of Doom. He fought for [illegible] the Unnamed One in the Third Ultimate Battleground.

MISTRESS OF ARMS

AFFILIATIONS
Arcadians

1985 FILMATION MOTU ANIMATED SERIES
The Mistress of Arms worked in the foundry of Arcadia and wore a suit of armor. She once attempted to melt the Sword of Power. She was shocked to discover it was indestructible.

MITRO

1983 FILMATION MOTU ANIMATED SERIES
Rufcal's loyal friend, Mitro did everything he could when Rufcal was taken ill after a bite from the venomous Dadbat. He was a short, stout, muscular man with small black eyes and little ears.

MITYU

SPECIAL ABILITIES
Sorcery

1985 US WORLD POP ANNUAL
A sorcerer from Eternia's past, Mityu was infamous for hiding treasure within the sub-oceans of Como.

MODULOK

TITLES
Evil Beast of a Thousand Bodies
The Ominous Master of Transformation

OTHER NAMES
Gadon Nycroft
Gideon Nycroft

AFFILIATIONS
[illegible]
Evil Warriors

WEAPONRY
Laser gun

SPECIAL ABILITIES
Shape-shifting
Inventing
Physical disassembly and reassembly

[illegible] FILMATION MOTU ANIMATED SERIES
[illegible] Nycroft was a brilliant scientist imprisoned for attempting to take over Eternia with a mind-control device. While in prison, he built the machine that would turn him into Modulok with the aid of his robotic [illegible] Bot. Eager for notoriety as an Eternian villain, he attempted to join the Evil Warriors. Skeletor scoffed at the notion, saying that as he'd been a "wimp scientist" he was likely to be a "wimp villain." Despite this, Modulok somehow succeeded in gaining admission to the Evil Warriors. He considered Man-At-Arms to be his arch-enemy and [illegible]. He created an extra head for himself into which he intended to transfer Man-At-Arms' brain power, but the scheme was foiled before it could be completed.

[illegible] MOTU MINICOMICS

Unlike in his Filmation portrayal, Modulok's multitude of strange body parts, including his heads, could disassemble and reassemble themselves as well in the minicomics. He was introduced as a former slave of Skeletor who escaped and pledged his services to Hordak in revenge. Although subservient to Hordak, he plotted to one day overthrow the Horde leader. In a show of twisted scientific genius, Modulok later constructed the robotic monstrosity Multi-Bot in his own image. Although Modulok sent his creation to destroy the Heroic Warriors, Multi-Bot was also programmed to [illegible] Hordak, though the robot did not succeed in this endeavor.

[illegible] GERMAN MOTU AUDIO PLAYS
In a departure from other media, the German audio plays depicted Modulok as the former servant of Granamyr. Upon arriving on Eternia, the multi-limbed beast attacked the Heroes, [illegible] Skeletor's [illegible]. Hordak was familiar with Modulok and warned Skeletor that the beast was extremely dangerous. Using a ring provided to them by Granamyr, Skeletor and Hordak were able to control Modulok for a time. When the ring was lost, Modulok chose to stay in service to them.

[illegible]

[illegible] GERMAN INTERPRESS/CONDOR MOTU COMICS
The German comics [illegible] expanded Modulok's shape-shifting abilities to be more wide-ranging. Dubbed "the Ominous Master of Transformation," he could take on the form of virtually anything, including insects, animals, robots, beasts, and even other characters.

[illegible] FILMATION POP ANIMATED SERIES
[illegible]

[illegible] MARVEL STAR MOTU COMICS
In the Marvel Star comics, Modulok's [illegible] [illegible] also created the [illegible].

1986 UK MOTU COMIC MAGAZINES

Though maintaining his status as a brilliant scientist, the UK comics provided a somewhat different backstory for Modulok. He was formerly a humanoid called [illegible] Nycoff from an alien world, a notorious thief and Galactic Enemy Number One. He was captured by the Intergalactic Law Agency and placed in Prisonstar [illegible]. [illegible] set out to create a serum to make himself more powerful but was [illegible] during its creation. The incomplete serum transformed him into Modulok. Shortly thereafter, Hordak [illegible] Modulok's [illegible] and the brilliant scientist joined the Horde.

In battle, Modulok often made use of his extra limbs, using them to combat multiple foes at once.

1987 GERMAN EHAPA MOTU COMICS

In addition to his shape-shifting abilities, Modulok could swap his body parts with those of Multi-Bot in the Ehapa comics.

[illegible] MOTU CLASSICS

Like the character's [illegible] itself, the Classics [illegible] and combined bits and pieces from earlier [illegible], adding new details along the way. [illegible] Nycoff was a [illegible] from the [illegible] System. He was [illegible] on the Prison Star when he [illegible] execution. He built a device that allowed him to separate his body into many pieces which remained linked to his will. He escaped in a series of [illegible] that were delivered to [illegible]. [illegible] by his abilities, Hordak recruited him as a technician. Modulok participated in the First Ultimate Battleground before being banished to Despondos with the rest of the Horde.

When the Horde escaped from Despondos thousands of years later, Modulok served as their scientist. After sustaining an injury in battle, he built Multi-Bot as a [illegible] and discovered he could combine himself with this new creation to form the Ultrabeast.

Much later, Modulok returned as part of the Ultrabeast, assisting the Unnamed One and participating in the Third Ultimate Battleground. After the destruction of Castle Grayskull, Modulok recovered the [illegible] spirit of Hordė Prime but did not appear to give it to the Unnamed One.

MO-LARR

TITLES
[illegible]

OTHER NAMES
Dr. Moe Larrstein

AFFILIATIONS
Evil Warriors

WEAPONRY
Drill
Pliers
Floss
[illegible]

SPECIAL ABILITIES
Dentistry

[illegible] MOTU CLASSICS

Dr. Moe Larrstein, also known as Mo-Larr, was the primary dental practitioner in the Dark Hemisphere. With a relentless dedication, he defended the oral health of anyone in his realm, treating anything from impacted wisdom teeth to infected molars. He traveled as far as Snake Mountain to ensure regular checkups for his patients, but they [illegible]. While his main enemies were cavities, he appeared to fight on the side of Skeletor and the Unnamed One during the Third Ultimate Battleground.

MOLDEN

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Molden and his colleague Brylia were the organizers of the Games, a series of challenges between the Mutants and the Galactic Guardians. Both Molden and Brylia posed as powerful beings but were actually short humanoids. They planned to [illegible] the winners of the Games in their [illegible]. When He-Man and the Galactic Guardians [illegible], they tried to make amends by warning them of the [illegible] Mutant invasion of Primus.

MONTEEG

SPECIAL ABILITIES
Sorcery
[illegible]

[illegible] FILMATION MOTU ANIMATED SERIES

Monteeg was a dangerous being and a former acquaintance of Skeletor who assembled an army of warriors from throughout space and time. He used his meek appearance to great deceptive effect, and even Skeletor feared his powers.

MONTORK

[illegible]
[illegible]

SPECIAL ABILITIES
Sorcery
[illegible]

[illegible] FILMATION MOTU ANIMATED SERIES
Montork was the head of the Trollan Academy of Magic and Orko's uncle. He would often provide wise advice and guidance to Orko, who greatly admired and respected him. Though occasionally absent-minded, Montork was a powerful magician who often kept his pet Gark at his side.

[illegible] MARVEL STAR MOTU COMICS
When Oliver Elk was injured and believed to have died, Montork used his magical abilities to heal her, transporting her back to Eternia when the mission was complete.

MORDEN

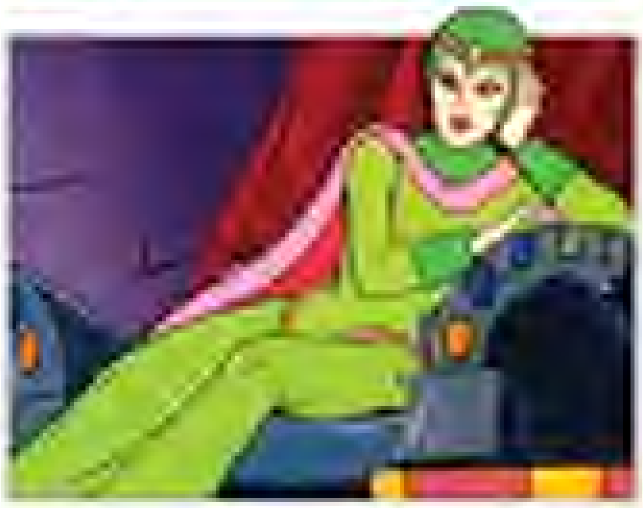
[illegible] FILMATION MOTU ANIMATED SERIES
[illegible] was surprised and somewhat impressed by [illegible] at the Day of the Year ceremony.

MORGOTH

SPECIAL ABILITIES
Sorcery
Teleportation
Shape shifting

[illegible] FILMATION MOTU ANIMATED SERIES
A tyrant, evil sorcerer from Eternia's distant past, Morgoth the Terrible sought to rule Eternia and the universe. He became an immortal giant as he consumed evil energies. After he terrorized Eternia, the [illegible] him into a prison [illegible] for some time. His powers were immense, and he was also responsible for the [illegible] of Eternia. [illegible] Morgoth could only partly [illegible] on Eternia, [illegible] by a ring of fire [illegible] through a dimensional rift.

MORTELLA



SPECIAL ABILITIES
Sorcery

[illegible] FILMATION POP ANIMATED SERIES
A cruel and powerful sorceress, Mortella conquered the kingdom of Mystacor, stole Castaspella's magic, and reduced her to a weary old woman. Mortella crowned herself queen and transformed the beautiful Mystacor into a land of dark desolation. Her powers came from a blazing fire which she had to keep burning. She was eventually defeated by Castaspella.

MOSQUITOR

TITLES
Evil Energy-Draining Insectoid

WEAPONS
[illegible]
Stinging proboscis

OTHER NAMES
[illegible]

SPECIAL ABILITIES
Draining life force from enemies
Flight

AFFILIATIONS
Evil Horde

[illegible] MOTU MINICOMICS
The foolish creature called Mosquitor was an anthropomorphic cyborg mosquito man who was technologically enhanced by the evil Hordak. Using the proboscis at the front of his helmet, Mosquitor could pierce his victims and drain their life force, leaving them weak and exhausted. As he fed in this manner, a dark red liquid filled a chamber in his torso, visible through his transparent chest. On the rare occasions when Mosquitor spoke, there was a buzzing sound to his words, due to his mosquito nature. Mosquitor was extremely dangerous and unpredictable. He was never known to [illegible] and had no fellow Horde members.

[illegible] MARVEL STAR MOTU COMICS
Unlike in his minicomic portrayal, Mosquitor fired laser-like blasts from his snout which drained his enemies' life force. [illegible] his own abilities, he also possessed the power of flight.

[illegible] MOTU CLASSICS
[illegible] was a [illegible] insectoid vampire originating from the [illegible] Galaxy. Mosquitor, as he was better known, joined the Evil Horde with the desire to leave the mud hole that was his home world. He was more vicious than intelligent and attempted at least once to drain the energy from rocks.

Dangerous and formidable, Mosquitor was kept at a safe distance by Hordak. He fought in the Second Ultimate Battleground alongside the Horde and the Snake Men.

MOSS MAN

TITLES
- Heroic Master of Camouflage
- Warden of the Forests
- Lord of the Forests
- [illegible]
- [illegible]

AFFILIATIONS
- Heroic Warriors
- Masters of the Universe
- Moss People
- [illegible]

WEAPONRY
- Mace

SPECIAL ABILITIES
- Camouflaging with foliage
- Shape-shifting into plant life
- Telepathic communication with plant life
- Taking on the smell of surrounding vegetation
- Producing [illegible]
- Manufacturing oxygen

[illegible] FILMATION MOTU ANIMATED SERIES

Moss Man was depicted as relaxed to the point of lethargy. He could communicate with virtually any type of plant and enlist its aid. He could camouflage himself among the flora of Eternia and transform into any plant, making him an ideal spy. It was implied that some among the Heroic Warriors were wary of his ability and did not always trust him.

[illegible] MOTU MINICOMICS

In the minicomics, Moss Man could also manipulate aspects of nature; in one instance, he surrounded himself in pure oxygen from the forest's moss to [illegible] the [illegible] of Skeletor.

[illegible] GERMAN MOTU AUDIO PLAYS

Dubbed "the Master of the Forests" in the German audio plays, Moss Man knew Eternia's woods better than anyone. He often accompanied Buzz-Off through the Evergreen Forest to collect honey and was the first of the heroes to encounter King Hiss.

[illegible] GERMAN INTERPART-CONDOR MOTU COMICS

In the Condor comics, in addition to his ability to camouflage himself among the plant life of Eternia, Moss Man could duplicate any plant smell as well.

[illegible] UK MOTU COMIC MAGAZINES

The UK comics presented a unique backstory for Moss Man. From the planet [illegible], Moss Man's people evolved to blend in with the dense forestry, protecting them from the monstrous dinosaurs that hunted them. When the Horde invaded [illegible] and began destroying it, a teenage Moss Man boarded a Horde ship and drove the invaders away. Shortly thereafter, he found himself on Eternia and joined the Heroic Warriors.

In a [illegible] [illegible] canon, Moss Man often used his camouflage ability in battle to disappear and reappear, confusing his enemies. He could overwhelm foes with his great strength after springing at them from the undergrowth, and he emitted a range of sweet smells. Moss Man's prime weapon was a battle club with a built-in warning device and recording devices. He was able to use this to transmit warning signals to his fellow Heroic Warriors and record what happened around him.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series depicted Moss Man as someone who could make anything in nature grow. Located in the Evergreen Forest and tending the forests of Eternia, he was the embodiment of everything healthy and balanced in nature. In addition to his usual powers, Moss Man could defend his allies from the heat of battle on waves of mist and encase himself in a protective [illegible] of vines. He [illegible] could grow over land and rock at his will. His archenemy was [illegible].

[illegible] MOTU CLASSICS

Moss Man's backstory in the Classics canon grew out of his earlier appearances and added some new details. Named [illegible], he was for the first time depicted as a Preternian nature god who allied with King Grayskull. He created the plant-living [illegible] to bolster their [illegible]

against King Hsss, but he was looked on as a son betrayed him and became Evil Seed.

During the Beast Wars, Rotar gave his blood to the wounded warrior Sharella, transforming her into the green-skinned Goddess of Grayskull. After the First Ultimate Battleground, he went into hibernation and became a figure of legend that the Eternians called "Moss Man." When Skeletor rose to power five thousand years later, Moss Man returned to aid the Masters of the Universe, fighting in both the Second and Third Ultimate Battlegrounds.

Image courtesy of DC Comics

[illegible] DC MOTU COMICS

In the DC Comics, Moss Man was described as one of the oldest living beings on Eternia. He knew about "The First Ones" (the Snake Men) before the dawn of man. The nature being protected Eternia and went against the heroes and tried to upset the natural order of things when they sought a way to resurrect the Goyamma. When seeing the Fright Zone spread evil and transform Eternia itself, he sacrificed himself to clear a path for the heroes to reach Grayskull. His life energy wiped away the forces and in its place grew new plant life.

MOTTA

[illegible]

Sorcery

[illegible] GOLDEN STORY BOOKS

Hundreds of years old, Motta was the second guardian of the Magic Mirrors hidden within the caverns of the Enchanted Mountain. Motta wore purple robes and had long hair and a long gray beard.

MOUSE

[illegible] DC MOTU COMIC MAGAZINES

Mouse was the young daughter of a poor woodcutter, Nik-Las. Mute since birth, she had never spoken a word, and she yearned to be able to speak and tell her father how much she loved him.

Caught in the grip of the Ice Fear caused by Hordak, Mouse and her father despaired of surviving the harsh winter. When He-Man and Man-At-Arms countered the Ice Fear by delivering gifts to the children in the dead of night so their joy would melt the snow, Mouse awoke to find a doll in her room. Excited, she managed to speak for the first time, saying the words "Father . . . Kiss . . . Mouse!" which started the legend of Father Kis-Mas on Eternia.

MR. SHELPY

[illegible]

Evil Mutants

[illegible]

Wedding planning

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Mr. Shelpy was an amphibious Mutant from the Gungan Swamp. He served as Slush Head and Frisca's wedding planner. He was horrified when the wedding turned into a battle between the Mutants and the Galactic Guardians.

MR. WINTER

[illegible]

Council of Seasons

[illegible] FILMATION SHE-RA ANIMATED SERIES

Mr. Winter held a spot on the Council of Seasons—a group that regulated the four seasons on Etheria. He wore a blue nightgown and had long white hair and a beard. Each member of the Council of Seasons had a personality in keeping with their season.

MRS. HARRO

[illegible] FILMATION HE-MAN ANIMATED SERIES

In the village of Pax, Mrs. Harro bravely helped drive off the invading "Space Pirates" alongside her husband Harro and her daughter Rose.

MUCK MAN

[illegible]

Revenge Squad

[illegible]

Slasher

[illegible] MINI COMICS

Muck Man was a cyclopean member of Lady Slime's Revenge Squad on Trolla. When Skeletor led them against the Defenders of Trolla, he fought against Hero Hammerholder.

MULTI-BOT

TITLES
Evil Robot of a Thousand Bodies

AFFILIATIONS
Evil Horde
Masters of Evil

OTHER NAMES
Serial Number 23?? [illegible]

WEAPONRY
Laser Blaster

SPECIAL ABILITIES
Disassembling and reconfiguring physical form
Transforming body parts into weaponry
Magic
Scientific knowledge
Merging with Modulok to create the Ultrabeast

[illegible] MOTU MINICOMICS
In the MOTU minicomics, Multi-Bot was built by Modulok in his own image, with his own powers and fueled by his own hatred. Like Modulok, the robot could disassemble and reassemble its many body parts into various configurations, including joining with Modulok to create a creature of both organic and mechanical components. He could rapidly restore himself or his limbs when he, or they, were seemingly destroyed.

[illegible]

[illegible] GERMAN MOTU AUDIO PLAYS
The German MOTU audio plays offered an entirely different portrayal of Multi-Bot. Composed of two beings from a dying universe, Multi-Bot escaped through a magical portal to Eternia, intending to assist Skeletor in his conquest. The orange-faced Multi-Bot 1 and the green-faced Multi-Bot 2 described themselves as scientists. Multi-Bot 1 referred to Multi-Bot 2 as "my beloved grandson."

[illegible] FILMATION POP [illegible]
An invention of the Horde scientist Modulok, Multi-Bot was a robot who could transform his various body parts into all kinds of dastardly weaponry. He possessed little or no intelligence, however, as [illegible] sense.

[illegible] MARVEL STAR MOTU COMICS
In the Marvel Star comics, Multi-Bot never spoke or displayed emotions. He appeared to meet his demise when Orko was able to take control of Multi-Bot and commanded him to aid Eternia in their battle against the Monsteroid. Multi-Bot was consumed by the Monsteroid and never seen again.

[illegible] MOTU CLASSICS
The Classics canon added a few new details about Multi-Bot. After sustaining injuries in battle against the Masters of the Universe, Modulok created a robot (Serial Number 23??) with the same powers as himself and the ability to merge with him to create the powerful Ultrabeast. Multi-Bot, as the robot was known, fought in both the Second and Third Ultimate Battlegrounds.

MYRAT

WEAPONRY
Ring of Absolute Power

SPECIAL ABILITIES
Sorcery

[illegible] GERMAN MOTU AUDIO PLAYS
Myrat was the most powerful mage who ever lived. Long dead, Myrat eventually communicated with Skeletor when the evil one communicated from the dying valley of the Cosmic Bridge. Myrat revealed the location of his Ring of Absolute Power, but warned the Lord of Evil to share the power, lest he lose it all again.

MYSTIKA

SPECIAL ABILITIES
Magic

[illegible] UK MOTU COMIC MAGAZINES
Mystika was a fairy who visited Eternia from another magical world. As wood did not exist on her world, she could not use her magic on anything made of it. She was trapped beneath a fallen tree trunk when Stratt Sprout came to her aid. In gratitude, she granted him his innermost wish by transforming him back into his human form. She also granted him the ability to return to his cyborg form if he desired.

NADOB

AFFILIATIONS
First Ones

SPECIAL ABILITIES
Sorcery
Wisdom

[illegible] UK POP COMIC MAGAZINES
Nadob was one of the First Ones and keeper of nine magical stones, including the Null Stone, which could drain magical powers from those who remained in contact with it.

NATHAN

AFFILIATIONS
People of Primus

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Nathan was a doctor and one of the leaders of the Primus village of Zephor. Adam and Mara attempted to enlist his help when the Mutants overtook Primus, but he was reluctant to get involved with their rebellion, fearing that his village would pay the price. When his daughter, Vanta, was attacked, he changed his mind and agreed to help He-Man fight the Mutants and free the planet.

NAZGRAL

SPECIAL ABILITIES
Sorcery
Teleportation

1986 FILMATION HE-MAN ANIMATED SERIES
Nazgral was a powerful sorcerer from Eternia's distant past. His magic stemmed from dark mountains, especially those with blazing fires. He could trap others' powers in a magic crystal. He operated from a chaotic angular fortress and was always accompanied by his pet Gorn, a small flying beast who acted as his spy. He wanted to stir up hatred between humans and the Dragons of Darksmoke in order to steal the dragons' power.

2013 MOTU CLASSICS
Nazgral was an evil wizard who lived on [illegible] before the Great Wars. He gained support by preying on the fears of the native humans. He convinced them to break into the Dragon Tower and steal the Gem of Magna from the Dragons of Darksmoke, enraging their leader, Granamyr, and causing dragons and humans to live as enemies for the next three hundred years. During the Great Wars, He-Ro and his mentor, the wizard Eldor, fought and defeated Nazgral. They recovered the Gem of Magna and returned it to Granamyr, finally ending the conflict.

NEEDLE NOSE

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Needle Nose was an alien who ran afoul of Skeletor and the Mutants when he [illegible] from the [illegible]. He used them to defeat the Mutants in a fair fight before being subdued by Skeletor.

NEGATIVE HE-MAN

SPECIAL ABILITIES
Superhuman strength

1984 [illegible] MOTU COMICS
An entity located in another dimension, the Negative He-Man was created when Castle Grayskull's energies ran out of control. Thus, He-Man's powers were drained and he formed into a negative doppelgänger. The Negative He-Man was made of antimatter and was twice as tall as He-Man. Claiming to be more dreadful than Skeletor, he voiced his intention to become the new ruler of evil.

Negative He-Man ceased to exist when He-Man managed to drive his sword into the evil twin's leg, transferring the Power of Grayskull back into himself.

NEGATOR

SPECIAL ABILITIES
Discharging bolts of electricity
Transforming body into electricity

1985 [illegible] ANIMATED SERIES
The villainous Negator was a scientific genius with the ability to generate great amounts of electrical power. He could transform himself and others into electric energy for use in his game. He was originally accompanied by two [illegible], the [illegible], who had the ability to recharge his power if it faded during battle.

NEGON

SPECIAL ABILITIES
Astronomy

1986 UK MOTU COMIC MAGAZINES
Negon was the Royal Astronomer, a position he had held for twenty years. He recorded a strange sequence of flashes in space which turned out to be a signal sent from He-Man to the past after [illegible] banished him to Eternia's history.

NEPTHU

TITLE
Wicked Sun Sorcerer

OTHER NAMES
Nepthu Senior

AFFILIATIONS
Count Marzo's Rebellion
Snake Men

WEAPONRY
Sun Scarab, Ankh

SPECIAL ABILITIES
Sorcery
Freezing energy blasts

1985 FILMATION HE-MAN ANIMATED SERIES
A destitute old man, Nepthu wanted the great power which had eluded him all his life. While traversing the Sands of Time and close to death, he stumbled upon the Sun Scarab within the Temple of the Sun. Using its power, he transformed into a destructive wizard with a desire to rule the universe. Nepthu was defeated when He-Man destroyed the Sun Scarab.

2014 MOTU CLASSICS
During the Great Unrest, Nepthu Senior was a devoted disciple of Count Marzo, whose defeat and transformation into a powerless old man caused Nepthu to vow to avenge his master. He possessed no magical abilities of his own, but he spent his youth searching across the Sands of Fire and the Sands of Time for the Temple of the Sun. Upon finally locating it, the Sun Scarab stored within it rejuvenated him and gave him the desire to conquer the universe for himself.

Although He-Man rendered him temporarily powerless by destroying the Scarab, Nepthu regained his magic when he swore his loyalty to King Hiss during the Second Ultimate Battleground.

NETOSSA

TITLE
Captivating Beauty

OTHER NAMES
[illegible]

AFFILIATIONS
Great Rebellion

WEAPONRY
Net [illegible]
[illegible]

SPECIAL ABILITIES
Agility

[illegible]

[illegible]

[illegible]

NETTA

AFFILIATIONS
[illegible]

SPECIAL ABILITIES
[illegible]

[illegible]

NEXTORR

[illegible]

NIKKOL

[illegible]

NIK-LAS

[illegible]

NINE

SPECIAL ABILITIES
[illegible]

[illegible]

NINJOR

TITLE
Evil Ninja Master

OTHER NAMES
Ninja Warrior

AFFILIATION
Evil Warriors
Mountain Warriors
Evil Horde

WEAPONRY
Katana
Bow and arrow
Nunchucks
Shuriken

SPECIAL ABILITIES
Martial arts
Stealth

1987 MOTU MINICOMICS
The black-clad Evil Warrior called Ninjor was summoned to Eternia from another dimension by Skeletor. A skilled martial artist with many deadly fighting abilities at his command, Ninjor was an expert with the katana and with the bow and arrow as well. As a master of stealth and cunning, he was a deadly opponent for unwary Heroic Warriors.

1988 GERMAN MOTU AUDIO PLAYS
In the German audio plays, Ninjor came to Eternia through the Crossroads in the Sands of Time, as did many other villains. He preferred to attack at night when his black attire made him nearly invisible to his enemies.

1987 MARVEL STAR MOTU COMICS
Upon being magically summoned by Skeletor for the first time, Ninjor immediately sensed his power and attempted to convince the newly arrived Blast-Attak that Skeletor was truly their master.

1988 MOTU NEWSPAPER STRIPS
Ninjor was a mercenary hired by Skeletor to eliminate various Heroic Warriors. Unbeknownst to Skeletor, the ninja was secretly sent to Eternia across the millennia by the wizard Tylgar. Ninjor wanted to obtain Skeletor's Havoc Staff, a mystic weapon which was forged by Ninjor's people long ago. Little did Ninjor realize that Tylgar was actually Hordak.

2013 MOTU CLASSICS
The Classics canon established that Ninjor was summoned to Eternia by Skeletor after he had banished King Randor to Dimension Skeletor tasked Ninjor with assassinating all the Heroic Warriors until He-Man was left without allies. The duplicitous Ninjor was, meanwhile, observing and reporting Skeletor's weaknesses and how to exploit them to his true master, Horde Prime. He fought in the Second Ultimate Battleground alongside Skeletor's Evil Warriors.

NOAH

SPECIAL ABILITIES
Sorcery

1985 FILMATION SHE-RA ANIMATED SERIES
Noah of Woeful Mountain was a powerful sorcerer who lived in seclusion. He sported a long white beard and wore a green robe with a traditional pointed wizard's hat. It was revealed that he at some point taught Hordak a great deal of magic, presumably before Hordak turned toward science and adopted his evil ways.

NOCTURNA

AFFILIATION
Galactic Guardians
Peoples of Primus

WEAPONRY
Laser bow
Blaster

SPECIAL ABILITIES
Nightvision
Stealth
Concentration
Strength
Telepathy

1990 UK WORLD MOTU ANNUALS
Silent and mysterious, Nocturna came from Primus's eastern continent of Mido. He had tremendous skills of stealth, concentration and martial arts.

1990 GERMAN [illegible] MOTU COMICS
Nocturna was the mysterious Master of the Energy Bay. An Outrider from Libertia, a world with two suns, he settled on Primus to help fight the Mutants of Denebria. He was a marksman with the ability to hit targets at incredible distances. Nocturna would never kill his target, however. Speaking the languages of many races throughout the universe, Nocturna was a valuable ally to He-Man.

[illegible]

[illegible] [illegible] MAGAZINE

Nocturna figured prominently in some of the [illegible] magazine stories. In addition to being a master of martial arts, Nocturna claimed his specialty was his ability to see in the dark. His power of concentration was also much higher than that of the average person. Nocturna was very skilled with the bow and arrow and was a brave and devoted member of the Galactic Guardians. He did occasionally show lapses in judgment, however. On one occasion, in the midst of an altercation with the Mutants, he became curious about the hallucinogenic effects of the [illegible] Crystals and tried one. The resultant hallucinations caused him to think He-Man was an evil cybernetic gorilla with goggles.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Nocturna was rarely seen in the animated series. He played a behind-the-scenes role for the Galactic Guardians, coordinating the defense of Primus.

During the Mutants' final invasion of Primus, Nocturna and [illegible] took command in He-Man's absence and ensured that every available [illegible] was in the sky.

NOLAR BLAK

AFFILIATIONS
Eternian Royal Guard

[illegible]

[illegible] DC MOTU COMICS

A former Eternian Royal Guard, Nolar Blak turned on his [illegible] comrades, [illegible], during a gold heist with Kronis. Later he met and fell in love with a disguised Evil-Lyn, [illegible] to run away to the Mystic Mountains. Even though she developed genuine feelings for him, Evil-Lyn's loyalty to Skeletor led to her betrayal of Nolar when she convinced him to [illegible] the Eye of Chaos and [illegible]. It was later revealed that Nolar's seduction, painful betrayal, and brutal death were orchestrated by [illegible], formerly known as Kronis.

NORWYN

SPECIAL ABILITIES
Sorcery
[illegible]

[illegible] FILMATION SHE-RA ANIMATED SERIES

Norwyn was a wise, elderly sage who knew much about Etheria's past. When the Horde invaded Etheria, he was training Lord Castaspella and Shadow Weaver. Shadow Weaver betrayed the Council of Kings, of which Norwyn was a part. The sage even tried to stop her pupil from joining Hordak's service but failed. Norwyn continued teaching young mages from his cottage in an Etherian forest, away from the Whispering Woods. He was old friends with Madame Razz and corresponded with others using a mystical messenger bird.

NUMBER ONE

AFFILIATIONS
Monstroids

WEAPONS
Cannons [illegible]

SPECIAL ABILITIES
Transformation into a rocket

[illegible] FILMATION HE-MAN/SHE-RA ANIMATED CHRISTMAS SPECIAL

The leader of the Monstroids, Number One was a giant robot who could transform into a rocket ship. It teamed up with Horde Prime and was dismissive of Hordak's threats. Later, it and its fellow Monstroids began to take orders from Hordak.

OCTAVIA

TITLES
Wicked Tentacle Swinging Warrior

OTHER NAMES
Polypus Rorg

AFFILIATIONS
Evil Horde

WEAPONRY
Swords
Crossbow

SPECIAL ABILITIES
Military [illegible]
Swordsmanship

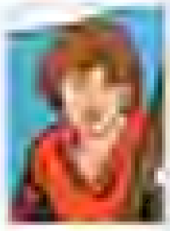
[illegible] FILMATION SHE-RA ANIMATED SERIES

Octavia was the Horde commander of Octopus Cove, a large Etherian seaport. She was part woman, part octopus, and all evil. She could squeeze the life out of her enemies with her four enormous tentacles. She kept a wide range of weaponry hidden within her armor and was fiercely loyal to Hordak.

[illegible] MOTU CLASSICS

The Classics Octavia added only a little to Octavia's characterization. Polypus Rorg was the Aquatican warrior woman known as Octavia, the most dangerous and cunning sea creature on Etheria, even before she joined the Horde.

OCTAVIUS



[illegible] [illegible] MAGIC BOY MAGAZINES

Octavius was a little Plumian boy who could often be seen in the company of his pet robot bangamo, Skiz. Octavius once encountered a friendly green alien but mistook him for a dangerous Mutant. After a series of misunderstandings, the alien saved Octavius from drowning, and the two became friends.

ODAR

AFFILIATIONS
Skeletor's Evil Warriors

SPECIAL ABILITIES
Growth

[illegible] MOTU CLASSICS

Odar was one of the Evil Warriors recruited by Skeletor and Evil-Lyn on the Moon of Eternia. He joined their forces serving the Unnamed One and fought the Masters of the Universe during the Third Ultimate Battleground. Odar bore some resemblance to Stinkor in appearance.

OFTA

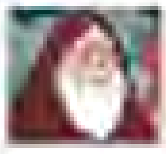
WEAPONRY
Sword

SPECIAL ABILITIES
Sorcery
Shape-shifting

[illegible] [illegible] MOTU AUDIO PLAYS

Ofta was a shape-shifting mage who resided in the Evergreen Forest and was referred to as the Mighty One of the Forest. Small with gray skin, pointy ears and frog-like green eyes, Ofta could grow to an enormous size and possessed superstrength. He claimed that the Black Ones from the Deep granted him his powers. It was believed that his powers grew whenever one of the Evergreen Forest's wolves was killed.

OLD ZAK



[illegible] FILMATION MOTU ANIMATED SERIES

Old Zak was a villager who was tricked by Evil-Lyn into unleashing the Creeping Hook on the Royal Palace. He made amends, confronting Evil-Lyn alongside Stan.

OLLO

AFFILIATIONS
Axe Clan

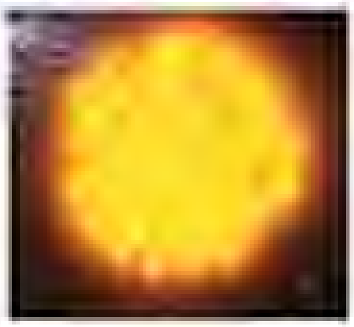
WEAPONRY
Battle club

SPECIAL ABILITIES
Brute strength

[illegible] FILMATION MOTU ANIMATED SERIES

The leader of the Axe Clan, Ollo, was a barbaric warrior. He was commissioned by Skeletor and led his army into a war against the Sword Clan in Eternia's past. He wielded a large battle club.

ORN



SPECIAL ABILITIES
Omnipotence
Traveling the universe at the speed of light

[illegible] FILMATION MOTU ANIMATED SERIES

Orn was a glowing ball of pure energy whose species had been born in the fire of stars. He [illegible] traveled through the universe at the speed of light, exploring and observing many worlds. Orn could not comprehend war and finding an ancient battlefield of warring Eternians and goblins, [illegible] the strongest warriors from each side (He-Man and Skeletor) to participate in hand-to-hand combat to determine which side was the victor.

OO-LARR

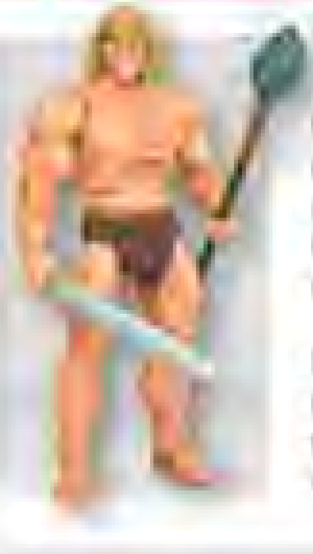
TITLES
Lord of the Jungle Tribe

OTHER NAMES
The He-Man

AFFILIATIONS
Jungle Tribe

WEAPONRY
Sword
Battle axe
Spear

SPECIAL ABILITIES
Strength



[illegible] MOTU CLASSICS

Oo-Larr, Lord of the Jungle Tribe, was the last warrior known as "the He-Man" before the birth of Prince Adam. He left his home in the Vine Jungle, seeking adventure and excitement. When he rescued the Goddess, she chose him to become the new protector of the two halves of the Sword of He. She also gave him a Cosmic Power Suit, giving him increased strength and stamina. He had many adventures, including teaming up with the Goddess to defeat Zagan.

Oo-Larr's last quest was to unite the two halves of the Sword of Power, allowing the Sorceress to claim it for the second of the Tests of Destiny. Oo-Larr then separated the sword once more and hid its halves on opposite sides of Eternia. Oo-Larr later fought the evil Skeletor, who used magical armor to breach the Mystic Wall, defeating him with three strikes to his armor from Oo-Larr's mighty battle axe.

[illegible]

OONA

SPECIAL ABILITIES
Sorcery

[illegible]

OPIE

[illegible]

OPTIKK

TITLES
Space Mutant Spy for Skeletor

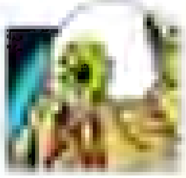
OTHER NAMES
[illegible]

AFFILIATIONS
Evil Warriors
Space Mutants

WEAPONS
[illegible]

SPECIAL ABILITIES
[illegible]

[illegible]



[illegible]

[illegible]

ORACLE

[illegible]

[illegible]

ORACLE OF THE CRYSTAL SEA

SPECIAL ABILITIES
[illegible]

[illegible]

ORC COMMANDER

[illegible]

ORKO

TITLES	WEAPONRY
Heroic Court Magician	Wand
Court Jester	Hat
OTHER NAMES	**SPECIAL ABILITIES**
Orko the Great	Magic
Gorpo	Levitation
	Teleportation
AFFILIATIONS	
Heroic Warriors	Heroic Grenmoons [illegible]
Trollan Academy of Magic	Trollans
Grand Council of Universal Magic	[illegible]

[illegible] FILMATION MOTU ANIMATED SERIES

During Eternia's Season of Storms, Orko was transported from his home dimension of Trolla to Eternia, where he accidentally saved Prince Adam and Cringer from the Tar Swamp. Adopted by the Royal Family, Orko was made a member of King Randor's court, where his tricks and quick wit entertained all.

An important member of the Heroic Warriors, Orko was a close friend and confidant to Prince Adam and a keeper of many secrets, including the prince's dual identity. He shared a close relationship with Man-At-Arms, who, while often stern with him, filled a fatherly role for the Trollan. Orko's exact age was unknown, though he possessed an inherent, childlike quality.

On Trolla, Orko was a powerful wizard known to all as "Orko the Great," but magic did not work very well on Eternia, frequently resulting in disastrous consequences. At some point, Orko had been a guardian of the Dimension Sphere, and he could conjure items from his hat when needed. His uncle Montork taught him everything he knew about magic, but he had a romantic relationship with his fellow Trollan Dree Elle. As was the Trollan custom, Dree Elle and Orko revealed their faces to one another because of their love for each other, making her the only one who had ever seen his face.

Orko had a variety of magical items, including wands and slider wands, a spinning talisman he used to entertain the court, and a medallion which allowed the holder to perform virtually any kind of magic. In fact, the medallion was so powerful it was able to undo an entire day's worth of events. His wands didn't work nearly as well as his medallion and would often fly unexpectedly out of his hands as if they had minds of their own. Although Orko lost the medallion shortly after coming to Eternia, he was briefly reunited with it but chose to give it up again in order to save the kingdom.

Orko liked spending time with his friends Adam and Cringer, though Cringer sometimes playfully teased him. Orko proved his worth to the heroes many times and had a willingness to lay his life on the line for those he loved. Sometimes unintentionally comical, he was always willing to be brave in order to help his friends. Orko wielded magic powers, though the extent of these powers was unknown. In one case, he used his magic to awaken He-Man after he was knocked unconscious by Kobra Khan's sleep mist. When this incident left He-Man with amnesia, Orko's heartfelt words of encouragement allowed He-Man to regain his memory. In addition to his magical ability, Orko also floated wherever he went.

[illegible] MOTU MINICOMICS

Orko's characterization in the minicomics was similar to that of his Filmation counterpart. The diminutive wizard served as the court magician in the Royal Palace of Eternia. What he lacked in physical prowess, he made up for in loyalty and friendship to Prince Adam and He-Man. While his actions were [illegible]

[illegible] LADYBIRD MOTU BOOKS

In a departure from other portrayals, the Ladybird books stated that Orko had traveled through many strange worlds before making his home on Eternia.

[illegible] UK WORLD MOTU ANNUALS

In the first two annuals, Orko was referred to as "Gorpo" and wore blue instead of his typical red.

[illegible] KIDDINX MOTU AUDIO PLAYS

As in other stories, Orko's magic did not work well on Eternia, but it did prove quite powerful in the Hyperspace Dimension in addition to on Trolla. Occasionally, Orko would return to Trolla to replenish his magic at the Wells of Magic there. His spells nearly always began: "Oh, Orko from the magic land . . . lend me your helping hand," and were spoken in rhyme. He referred to himself as the greatest sorcerer in the universe, though his friends generally found only amusement in his bragging.

Orko was in love with a girl back on Trolla who had once shown her face to him.

[illegible]

[illegible] INTERPART/CONDOR MOTU COMICS

In the Interpart/Condor comics Orko called himself one of the most ingenious magicians of all time, although his tricks backfired quite often. Orko succeeded in saving Castle Grayskull from permanent destruction. While he was no

Orko joined the [illegible] Sorcerers during the Second Ultimate Battleground, destroying the Snake Men, and had instrumental roles in both the war against the Unspoken One and the Third Ultimate Battleground.

[illegible] DC MOTU COMICS

When Orko faced off against the Skull of Power in the 2012 DC comics, he became infected with the spirit of Horde Prime, making him a mad and power-hungry demon without compassion or empathy. Using Dinomar as a pawn, this Dark Orko sent him to Earth to steal that planet's magic. His plan was foiled by the combined forces of the Justice League and the Masters of the Universe. John Constantine sent Dark Orko to an undisclosed location.

In a vision, Teela, now the Sorceress, showed He-Man one possible future where he was a tyrannical

king and Orko fought with the people against him. Orko's potential fate was hinted at in the final issue of the Eternity War series, where King Adam had a vision in which he saw the future. He dreamt that he would lead his friends after a great war and they would fight beside him, each wielding a power greater than they had known before as guardians, knights, and warriors of a renewed Eternia. Orko's silhouette was seen among those of other heroes, indicating that he might eventually be freed from Horde Prime's corruption.

ORKO'S SHADOW

[illegible] FILMATION POP ANIMATED SERIES

When Shadow Weaver stole Orko's Shadow, it not only reduced the Trollan's ability to work magic, but it was also revealed that the shadow had a life of its own. Orko's Shadow had the magical abilities but acted and spoke in nearly the same manner as Orko.

ORN

[illegible] FILMATION MOTU ANIMATED SERIES

Orn was the Eternian Minister of Trolls who reported to King Randor. He was a smartly dressed, elderly man who had white hair and a white mustache. He spoke in a low, calm voice.

OVERSEER

AFFILIATIONS
Evil Horde

WEAPONRY
Whip

[illegible] FILMATION POP ANIMATED SERIES

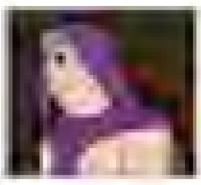
The Overseer was a slave driver within the Mines of Mirridor on the planet Eyris. A large, toothed man with gray skin, he was a being of pure brute strength who took great pleasure in bullying the slaves and whipping them into submission.

PALOS

AFFILIATIONS
Cave Dwellers

SPECIAL ABILITIES
Knowledge of the Old Vine Jungle

[illegible] FILMATION MOTU ANIMATED SERIES



Palos was the leader of the Cave Dwellers. He had a deep knowledge of gems and could navigate the treacherous caverns within the Old Vine Jungle. Though he was somewhat out of shape, he saved the Starchild from a Plant Ape, displaying great bravery. He also had a conniving side and was not above manipulating others in order to allow him to take custody of the Starchild.

PA-PEE

AFFILIATIONS
Kiri-Deeth

SPECIAL ABILITIES
Healing

[illegible] FILMATION POP ANIMATED SERIES

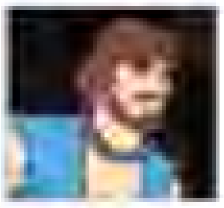
Pa-Pee was a Kiri-Deeth, a race of creatures with magical healing abilities. The father of Loo-Kee, Pa-Pee led his people's efforts to heal the prisoners at Beast Island.

PAR-KER

[illegible] UK MOTU COMIC MAGAZINE

Par-Ker was a brave young boy from a small village in the Bright Zone on Eternia. Born disabled, he could only walk with the aid of a wooden crutch. The other children, particularly Tom-Jon, picked on and humiliated Par-Ker for his disability. Par-Ker longed to prove his worth and idolized He-Man, his personal hero. When he risked his life to save He-Man from the clutches of Hordak, Par-Ker proved himself a hero and won the respect of the other children in his village.

PECK



[illegible] FILMATION POP ANIMATED SERIES

Peck was imprisoned by the Horde for twenty years after his last uprising, most on a Horde Dungeon. He was freed during the Great Rebellion's rescue mission for Markaldus and reunited with his son Kradon.

PEEKABLUE

[illegible]

[illegible] FILMATION POP ANIMATED SERIES

Peekablue lived in a cottage deep in an Etherian forest. Though she was friendly with many members of the Great Rebellion, she seemed afraid of the Horde, so kept herself [illegible]. Eventually, her friendship with Adora led to her overcoming her fears, and she became an important and valued member of the Rebellion.

Peekablue's peacock-like tail feathers granted her psychic multivision, allowing her to "see" across vast distances, even into other worlds, as well as into the near future.

[illegible] POP MINICOMICS

As in other media, Peekablue's most notable characteristic in the minicomics was her magnificent feathered peacock tail. The tail's many "eyes" enabled Peekablue to see far and wide. She could also use the tail to sail for great distances and could [illegible] underwater.

[illegible] GERMAN POP AUDIO PLAYS

In contrast to other portrayals, Peekablue was the Guardian of Peace on Etheria in the German audio plays. She lived in the Forest of Light and served as a scout, using her gift of far-seeing. Her feathers could also [illegible] windows into her [illegible] past. An evil spell from the [illegible] Magician [illegible] turned Peekablue's feathers grey and weakened her [illegible]. She-Ra succeeded in healing her by bathing Peekablue in the magical waters of the Silver Fall. The proud Peekablue was aware of her beauty and, like all the princesses, wanted to win Bow's heart.

[illegible] UK POP COMIC MAGAZINES

In the UK comics, Peekablue served as a spy for the Great Rebellion against the Horde, using the eyes on

the tips of her feathers to see in many directions at once. She was extremely proud of her beautiful plumage.

[illegible] MOTU CLASSICS

Consistent with earlier portrayals, the Classics canon added that Peekablue followed She-Ra and the Great Rebellion to Eternia. She fought in the Second Ultimate Battleground alongside Man-E-Faces. The pair of warriors fell in love, and Peekablue remained on Eternia.

PERFUMA

TITLES
Giant Sentinel Flower Master
Princess of the Wildflowers

OTHER NAMES
Tara

AFFILIATIONS
Great Rebellion
Princesses of Etheria

WEAPONS
Flower-gun

SPECIAL ABILITIES
Conjuring flowers
Sleep-inducing perfume
[illegible] by the flowers
Magical control and manipulation of plants

[illegible] FILMATION POP ANIMATED SERIES

Perfuma was most comfortable in the Whispering Woods, surrounded by vegetation. She had the ability to conjure flowers and bring plants into bloom in any environment. Jovial and ever with a smile upon her face, she spoke in a cheerful, singsong manner.

Her demeanor could irritate others. When she was captured by the Horde, she was completely indifferent to the fact she was a prisoner in the Fright Zone. She planted flowers and ivy around Hordak's fortress, which annoyed Hordak so much that he nearly invited She-Ra to the Fright Zone to take her back.

[illegible] POP MINICOMICS

In the minicomics, Perfuma tended a garden outside the Laughing Swan Inn. Her garden was widely considered the most beautiful on Etheria. Sweet and trusting, she possessed the ability to create a sleep-inducing perfume from her [illegible], rendering her intended victim unconscious for a time when the perfume was inhaled.

[illegible] GERMAN POP AUDIO PLAYS

In the German audio plays, Perfuma, Princess of the Wildflowers, lived in a fragrant Vine Palace. She loved her flowers more than anything or anyone, [illegible], and was hurt if confronted with artificial flowers. She regarded all plant life as sacred and worth protecting.

[illegible] UK POP COMIC MAGAZINES

The UK comics' portrayal of Perfuma was rather different from other media. Perfuma lived in the Perfumed Palace, a castle whose entrance was high in the sky. She would float upon fine perfumed clouds, and there she kept magical fragrance bottles and talking flowers. Her favorite [illegible], and she provided [illegible] with Flagrantian Orchid seeds for the [illegible]. Though Perfuma and [illegible] often bickered when they needed to work together, they remained the best of friends.

Perfuma served the Great Rebellion primarily with her power to control and manipulate plants.

[illegible] MOTU CLASSICS

The Classics canon drew from earlier media, adding some details of its own. Tara, later to be known as Perfuma, was born in an enchanted garden on Etheria, far from human kingdoms. There, she was taught by the sunflowers and dancing daffodils. She learned how to put people to sleep, a skill she would often use in later life to assist the Great Rebellion. She followed She-Ra and the Rebels to Eternia to participate in the Second Ultimate Battleground.

PHILIP (I)

AFFILIATIONS
Royal Guard

WEAPONRY
Staff

1985 FILMATION MOTU ANIMATED SERIES
Philip was a young member of King Randor's Royal Guard. He refused to admit his mistakes or take responsibility for his actions. He protested when he was reassigned to a weather station, believing such a post was for "losers." Ultimately he learned to accept responsibility and proved himself against [illegible].

PHILIP (II)

SPECIAL ABILITIES
Hypnosis

1984 FILMATION MOTU ANIMATED SERIES
The young son of Mekanek, Philip was lost to his father during a storm on Dragon Mountain. He was rescued by the evil Count Marzo, who, upon discovering Philip's talent for playing the flute, taught him to play a special song that hypnotised others. With Philip at his side, Marzo was able to steal from many people, until Philip bravely stood up to him. He was later reunited with his father.

PIGBOY

1987 MOTU FILM
A diminutive version of Skeletor, Pigboy had beady eyes and a piggish snout. He wore a hooded cape and robes while keeping watch over the Havoc Staff.

[illegible]

PLUCK

AFFILIATIONS
Twiggets

1985 GOLDEN POP BOOKS
Pluck was a Twigget who put flowers in Adam's hair. She was once kidnapped by Cetra.

PLUNDOR

TITLES
Evil Robot Seeking Power ·
Plundor the Tyrant

WEAPONRY
Cosmic Blaster ·
Enchanted gun

SPECIAL ABILITIES
Levitating

1985 FILMATION MOTU ANIMATED SERIES
Plundor was a cruel humanoid rabbit [illegible] who took great pleasure in polluting an entire world (Thoma) and ending many species of life. He planned to become wealthy by selling a [illegible] force to cure the planetwide pollution. He was greedy and particularly enjoyed mocking those he thought to be defeated.

2008 MOTU CLASSICS
The Classics bio added little to Plundor's [illegible], stating that he was a [illegible] who traveled the cosmos.

P'MARSH

SPECIAL ABILITIES
Archaeology

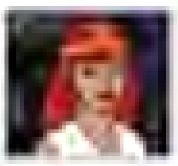
1986 UK MOTU COMIC MAGAZINE
P'Marsh was one of the greatest archaeologists on Eternia. When he explored an ancient city in search of the Lost Stone of Kilow, he asked He-Man to accompany him. As a man of science, P'Marsh did not believe in magical curses and refused to believe the legend that the stone was cursed by the power of the Sun Demon. However, he found to his detriment upon unearthing the stone that its curse was very powerful indeed, unleashing the Sun Demon and causing immense destruction.

POCI

AFFILIATIONS
Kamus Tribe

SPECIAL ABILITIES
Touching the Moonfire Sword

1985 FILMATION MOTU ANIMATED SERIES
The daughter of Chief Manta of Eternia's Kamus Tribe in the Star Jungle, Poci was the only person who could hold the Moonfire Sword. Initially irresponsible, she eventually matured.



POLK

WEAPONRY
Power Drainer

SPECIAL ABILITIES
Sorcery

1986 UK MOTU COMIC MAGAZINE
Polk was an evil technomancer who wanted to conquer the entire universe. He searched through space and time for his ideal army and captured the warriors of [illegible] Island in Eternia's history to serve his own purposes. He later kidnapped both the Heroic and the Evil Warriors from Eternia and used his Power Drainer machine to transfer their powers to his own army. He was eventually defeated by Roboto, who, being a robot, was unaffected by the Power Drainer. Polk was banished back to his home dimension by the Elders of Eternia.

POLTAN

1985 FILMATION POP ANIMATED SERIES
Poltan and his wife Henik were farmers in the village of Mandaville when the Horde took their grain and imprisoned them. Alongside their daughter, Leena, and the Great Rebellion, they defeated Mosklik and his Troopers.

POLTI QUEEN

1983 FILMATION MOTU ANIMATED SERIES
The Polti Queen was a large, regal insect that ruled over the Polti race. Initially a fair ruler, she found it hard to trust any Eternians after Evil-Lyn stole the Amber Crystal of Millenia. However, her emotions eventually resulted in her seeing the good in He-Man and his quest.

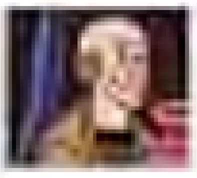
PON-DAR

WEAPONRY
Freeze Ray

SPECIAL ABILITIES
Inventing
Bounty hunting

1986 SHE-RA POP COMIC MAGAZINES
The leader of a trio of bounty hunters, Pon-Dar was frail in physique but a masterful inventor. He was once hired by Hordak to capture She-Ra and devised a Freeze Ray to achieve this aim.

POOLE



1983 FILMATION MOTU ANIMATED SERIES
Poole served Lady Amelia loyally at Castle Lonolina. Dressed in green robes, he was soft spoken and often acted as Lady Amelia's conscience by questioning her decisions.

PRAVUS

TITLES
Evil Master of Doom

OTHER NAMES
Pravus the Unhewed

AFFILIATIONS
Evil Horde

WEAPONRY
War club

SPECIAL ABILITIES
Superhuman strength

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Pravus was a horned, long-horned warlord who forced villagers to terrorize villages during the Great Unrest. He stole the Ergon from Scotach and used it to fuel a battalion of war machines. In the end, a massive explosion from the Ergon destroyed Pravus and his band of warlords.

2016 MOTU CLASSICS
A villain from Primus's past, Pravus the Unhewed terrorized Eternia after Count Marzo freed him from a magical prison and used him to distract King Miro during the Great Unrest. Prince Keldor fought and trapped Pravus inside a magical lamp, where he remained for decades. When Hordak returned to Eternia, two of his minions released Pravus from the lamp. Shadow Weaver magically enslaved the otherwise untamable Pravus. Soon, they set him loose upon the Horde's enemies. Pravus fought against the Masters of the Universe in the Sky and Ultimate Battleground.

PRANKSTER

OTHER NAMES
Winkerspanesmidder

AFFILIATIONS
Trollans

SPECIAL ABILITIES
Sorcery
Teleportation

1983 FILMATION MOTU ANIMATED SERIES
Prankster was from Kasaplenia on Trolla, a land of practical jokers. A conflicted magician, he only used his magic to cause trouble, though he never intended to harm anyone. His troublesome ways could be brought to an end by saying his real name, Winkerspanesmidder, which would instantly transport him home. Unlike other Trollans, his face was uncovered, though it was unclear if other Trollans looked as he did. He was accompanied by a swarm of robot insects, Blinkies.

PRESIDENT PELL

AFFILIATIONS
Mytus

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
President Pell was the wise and thoughtful leader of the Mytus civilization. He wanted nothing but an end to hostilities with the Ghomen, with whom they shared their planet. Eager to make contact with new races, he sent Ambassador Bima to Primus to open talks. After being saved from General Wild by Mara and the Galactic Guardians, President Pell requested that Mara remain with the Mytus as the representative of Primus. He later appointed her Queen of the Mytus.

PRIME MINISTER PANGAS

1983 FILMATION MOTU ANIMATED SERIES
Prime Minister Pangas was a kindhearted and respected man with a sense of humor. A wise and noble leader, he cared a great deal for his people.

PRINCE ADAM

TITLES
Heroic Secret Identity of He-Man
Prince of Eternia

OTHER NAMES
He-Man

WEAPONRY
Sword of Power

[illegible]
Transforming into He-Man

AFFILIATIONS
Heroic Warriors
Royal Family of Eternia
Great Rebellion
Masters of the Universe
Heroic Defenders

[illegible] DC MOTU COMICS

Prince Adam, the son of King Randor and Queen Marlena of Eternia, ventured into the forest to hunt and discovered that Damon, a wizard, had [illegible] a village. While in battle with Damon's demon, Zoar the falcon appeared and transformed Adam into He-Man. From then on, whenever danger threatened Eternia, Adam would raise the Sword of Power with his talking pet tiger, Cringer, and the pair would be transformed into He-Man and Battle Cat.

To maintain the illusion that Adam and He-Man were two separate individuals, Adam played the role of a [illegible], [illegible] [illegible] [illegible], much to the chagrin of Man-At-Arms and King Randor. Though he knew the [illegible] must be maintained, Adam disliked the deception.

[illegible] FILMATION MOTU ANIMATED SERIES

The Filmation animated series established that Prince Adam's transformations took place when he held the sword aloft and cried, "By the Power of Grayskull ... I have the power!" Though he'd been given the Power of Grayskull sometime in his late adolescence, a full account of those events was never presented. Only the Sorceress of Grayskull, his mentor Man-At-Arms, his friend Orko, and Cringer were aware that he and He-Man were one and the same. It was strongly hinted that his mother, Queen Marlena, suspected this. The Cosmic Enforcer Zodak was also aware of Prince Adam's secret identity.

To keep his loved ones from harm, Adam played the role of the fun-loving, [illegible] prince, distancing himself from his identity as He-Man. This often created an identity crisis and frustrated Adam, who harbored a desire to show his parents his true potential. Often, Adam demonstrated [illegible] even without the Power of Grayskull. Though Randor frequently displayed impatience with his son's antics, Marlena was generally more understanding. As Adam and He-Man were essentially the same individual, they shared the same morals, feelings, and [illegible], regardless of the difference in their powers.

Adam possessed telepathic abilities, which he used to communicate with the Sorceress. Even in Adam's youth, the Sorceress guided the young prince and looked after him. He greeted her [illegible] with a familiarity that suggested an ongoing and nurturing relationship. Man-At-Arms was a mentor, confidant, and friend, often offering Adam advice and wisdom. Cringer, Adam's talking pet tiger, shared a loving bond with Adam. Both were considered misfits of a sort within the confines of the Royal Palace.

Adam's relationship with Teela was somewhat complicated. Though they were often like close siblings, they also acted like a romantic couple who never quite managed to clarify their relationship. This was further compounded by Adam's need to prove himself to Teela, who was frequently exasperated with his behavior.

[illegible] MOTU MINICOMICS

The later minicomics established that archaeology was a favorite pastime of Prince Adam.

[illegible]

[illegible] GOLDEN MOTU BOOKS

[illegible]

[illegible] LADYBIRD MOTU BOOKS

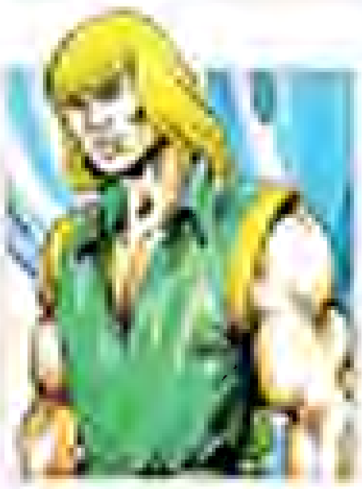
Though largely consistent with the Filmation animated series, Teela could use Kobra (her [illegible]) to telepathically alert Adam that she was in danger and that He-Man's presence was needed.

1983 KID STUFF MOTU RECORDS

Unlike in the DC comics, Prince Adam carried the Sword of Power, given to him by the Sorceress of Grayskull, at his side in the Kid Stuff stories. Adam raised the sword over his head and shouted, "By the Power of Castle Grayskull!" A bolt of white lightning would strike the tip of the sword, and both he and Cringer would be transformed into He-Man and Battle Cat amid clouds of black smoke.

Though Man-At-Arms was his subordinate, it was clear that he shared a close friendship with Prince Adam and was aware of the prince's dual identity.

> [illegible]



1984 UK WORLD MOTU ANNUALS

Though closely following in the footsteps of the Filmation animated series, the World annuals provided some additional details (and differences) regarding Prince Adam's character. The relationship between Adam, He-Man and Adam's bodyguard, Teela, was more clearly defined. In addition to the phrase "By the Power of Grayskull!" Adam needed to strike the invisible Sword of Power against stone to initiate his transformation.

1984 GERMAN MOTU AUDIO PLAYS

The audio plays accentuated Adam's cowardly and carefree nature, portraying him as something of a pacifist. He enjoyed composing poetry, performing music, tending flowers, and maintaining the Royal Library, where he stored a tube that put him in contact with other planets. He exaggerated these characteristics to such a degree that no one took him at all seriously; even Skeletor saw him as a harmless weakling. Adam was allowed to freely wander the caverns of Snake Mountain. He often delighted in using his antics to rile Teela and was amused when she'd storm off to find He-Man.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the Interpart-Condor comics Prince Adam abhorred violence and preferred the fine arts to brutal battles. In his spare time, he liked playing the harp or spending the day relaxing in his favorite place, the Royal Palace's flower garden. Almost everyone believed Adam to be a lazy coward, including Teela, who loved He-Man and regarded the prince as a friend but also chastised him for his apparent jealousy of Eternia's champion. This hurt Adam, as he included He-Man's successes because he did not want to praise himself. In fact, he would have loved to reveal his secret identity to Teela but was not yet allowed to do so. Despite not engaging in fighting, however, Adam was not completely helpless, as his agility allowed him to escape even Skeletor's clutches.

1985 FILMATION POP ANIMATED SERIES

Building on the portrayal from the Filmation MOTU series, Adam's role as part of the Great Rebellion was not hampered by the need to play the coward. He was far more proactive on Etheria, often undertaking missions with other Rebels. The POP series established that Bow was his best friend, with whom he shared a strong and lasting bond. In time, Adam became a fixture of the Great Rebellion.

Adam attracted the romantic interest of both Glimmer and Castaspella. Though he seemed embarrassed by Glimmer's advances, Adam apparently shared Castaspella's feelings openly.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

The Filmation Christmas special established that the birthday of Adora and her twin brother Adam coincided with the winter festivities on Eternia, the same time of year during which planet Earth celebrated Christmas.

> [illegible]

1986 MARVEL STAR MOTU COMICS

The Marvel Star comics introduced an alternate timeline where the Sword of Power was transported thirty years into the future, allowing Skeletor to effortlessly conquer an Eternia bereft of its hero. When Adam traveled into the future to retrieve the sword, he found an older version of himself who was a battle-hardened and disillusioned leader of a resistance movement.

1986 UK MOTU COMIC MAGAZINES

The UK comics presented a different look into Prince Adam's acquisition of the Power of Grayskull. When Adam was taken to Castle Grayskull by Man-At-Arms, the Sorceress and the Elders of Eternia appeared to him when the Sorceress learned of Skeletor's impending invasion. Adam was transported into the Timeless Dimension, where he gained the knowledge and wisdom necessary to wield the Power of Grayskull. Upon his return, he possessed the ability to become He-Man.

1987 GERMAN EHAPA MOTU COMICS

If necessary, Prince Adam was capable of holding his own in battle, but he pretended to be a lazy daydreamer so Teela would not get suspicious. Adam finally revealed his secret identity to his mortal enemy when he transformed into He-Man in front of Skeletor aboard the Starship. Traveling to the Three Star System, Adam never transformed back but remained in his He-Man persona.

[illegible] ITALIAN MAGIC BOY MAGAZINES

In the Magic Boy comics, Prince Adam displayed frustration with having to hide his secret identity. This frustration came to a head when he was forbidden by his father to participate in the Competition of Courage. Finally fed up, he nearly transformed into He-Man in front of a group of onlookers. The transformation was inadvertently averted due to a timely spell cast by Evil-Lyn which caused Adam to lose his memory for a time.

When Dorcus and Icarus arrived on Eternia to seek its great force, Prince Adam transformed into He-Man for what seemed to be the final time, as the Sorceress informed him that the past and future had combined and Prince Adam was no more.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The New Adventures of He-Man animated series picked up Prince Adam's story more or less where earlier media had left off. Before leaving Eternia for the future, Prince Adam revealed his secret identity to his parents, transforming into He-Man in front of them. To preserve his secret on Primus, Adam took on the role of Master Sebrian's nephew, a traveler from Levitia, and enlisted in the Galactic Guardians training program.

He forged a bond with Master Sebrian and often advised him on Skeletor's tactics, drawing on his previous experiences. He served as a kind of brother and role model to the impetuous Caz. He shared romantic feelings with Mara, who suspected that he and He-Man were one and the same. Adam would often display jealousy toward those who expressed an interest in her.

Adam remained in contact with the Sorceress, who instructed him on the power of the good and the way of the magic.

[illegible]

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Younger, thinner, and skinnier in the MYP animated series, Adam was an irresponsible teenage prince who dismissed battle training as fun and games, having lived a protected life because of the Mystic Wall. He had his personal Cringer, from an early age when he was eleven years old, both of them had been rescued by Orko at the Go Swamp. On his sixteenth birthday he was taken to Castle Grayskull and informed of the prophecy which foretold his destiny. He initially scoffed at the notion that he could become a great warrior.

The descendant of the legendary King Grayskull, Adam used his ancestor's ancient weapon to transform into He-Man.

The necessity of maintaining two identities was sometimes a serious weakness for Prince Adam, as finding a place to transform out of sight of others frequently proved challenging. Adam tried to dismiss his role as He-Man, but he realized the role was crucial for Eternia's safety. On occasion, Adam would join the Masters on missions and not have a sword to transform.

2008 MOTU CLASSICS

The Classics series provided its own backstory for the Prince of Eternia, blending details taken from earlier incarnations with new concepts. As children born of two worlds, Prince Adam and his sister Adora were the prophesied Twins of Power and destined to inherit the Power of Grayskull. In contrast to other media, Adam was given half of the Sword of Power and a lecture by the Sorceress, and he set out to find and unite both halves of the Sword of Power to become He-Man.

After many years keeping his dual identity a secret, the fact that both Prince Adam and He-Man were one and the same became common knowledge after Skeletor seized the throne and drove the Masters of the Universe underground. With his Adam persona no longer serving any purpose, Adam chose to remain in his He-Man form once he set out after Skeletor to Primus.

2012 DC MOTU COMICS

The 2012 DC comics depicted the dual identity of Adam and He-Man as common knowledge. When Adam was a child, he had unconsciously tapped into the power of eternity and willed space and time to slow down in order to save his father. Guided by Teela, the new Sorceress, he became king of Eternia after the death of King Randor.

During the Horde invasion, he was shown a vision of the future in which He-Man ceased transforming back into Adam. Without the humanity of Adam to temper his power, the power corrupted him, and King He-Man became a tyrant. He was locked in a final battle with his sister, She-Ra, and caused the end of the universe. Upon seeing the vision, Adam broke the Sword of Power and cut off his source of power.

IMAGE COURTESY OF DC COMICS

As Adam, he continued the campaign to awake Eternia from Hordak. At some point after breaking the sword, he was consumed by King Hsss. As Adam, he wore the King Hsss armor and led the combined forces of the Snake Men and Eternia to retake Castle Grayskull. Although consumed, Adam's spirit remained and fought King Hsss. The prince cast out King Hsss and tore upon his own chest. With only a second of life left, Prince Adam was able to tap into the power of eternity, as he once did as a child, slowing down time long enough for him to return to the forge and transform himself into He-Man, the Master of Eternity. With Skeletor's defeat, Adam saved his world and the universe at the conclusion of the Eternity War.

Forging his kingdom from the new Castle Grayskull, Adam wondered about the unknown future. He balanced his Adam and He-Man personas, using the best elements of each to make decisions. King Adam married Teela and began to create a new future for Eternia.

PRINCE AMBIRIS

1988 UK WORLD (NOTU ANNUAL)

Prince Ambiris of the kingdom of [illegible] Mountains was his mother's only child. His grandmother, the queen, was disappointed that he was not a girl [illegible] had never had a king.

Ambiris set out to see the world and was captured by Skeletor, who gave him to a vendor to be sold at the marketplace. Feeling sorry for the small, [illegible] creature, Prince Adam purchased him and was surprised to find that Ambiris was royalty. Adam helped him return to his kingdom.

PRINCE ARKION

TITLES
Prince of Vargon

WEAPONRY
Lunar (staff)

SPECIAL ABILITIES
[illegible]

1983 FILMATION MOTU ANIMATED SERIES

Prince Arkion of the kingdom of Vargon was the son of the respected King [illegible]. He was a thrill-seeker with an insatiable thirst for adventure and good times. His glowing staff, Lunar, emitted a slender beam of light that could function as a whip, a lasso, and various other things.

PRINCE BAR'IN

TITLES
Prince of [illegible]

WEAPONRY
[illegible]

1986 MARVEL STAR MOTU COMICS

Prince Bar'in ruled [illegible] a planet once under the Horde's control.

[illegible]

PRINCE CORMIN

1986 MOTU NEWSPAPER SERIES

Prince Cormin, heir to the kingdom of Rondalo, was a twelve-year-old lad with a very independent personality. The son of Queen Elisa and nephew of Prince Nicholas, he wore a locket at all times and had the air of one used to the adulation of others.

Cormin was at the crux of a political dispute in Rondalo. The Merkein Islands were Rondalo's for hundreds of years until Caltia took them. Queen Elisa wanted to send the crown prince to study in Caltia, much to the outrage of the Rondalan populace.

PRINCE DAKON

TITLES
Prince of [illegible]

WEAPONRY
Sword

SPECIAL ABILITIES
[illegible]

1984 MOTU MINICOMICS

Prince Dakon was Prince Adam's childhood friend. He was a highly capable warrior proficient with the long-sword. He assisted the Heroic Warriors in battling the Snake and was instrumental in rescuing the [illegible] from Castle Grayskull.

2012 MOTU CLASSICS

Providing some additions and changes, the Classics canon established that Dakon was the prince of the [illegible] kingdom of [illegible], located close to Gelder's kingdom of [illegible]. He saved his sister [illegible] (rather than the [illegible]) from Gelder, with the help of He-Man and the Masters of the Universe.

PRINCE DAL

TITLES
Prince of Dypenia

1983 FILMATION MOTU ANIMATED SERIES

Prince Dal of Dypenia was King [illegible]'s son and Prince Adam's cousin. A brave and noble young man, if somewhat guillible, he helped his father and the Heroic Warriors drive the [illegible] back into their caverns.

PRINCE DANIEL

1985 GOLDEN POP BOOKS

When they were children, Prince Daniel of the kingdom of [illegible] and Princess [illegible] of the kingdom of [illegible] swore an oath to love and protect one another. Later, when [illegible] treachery transformed Daniel to stone and [illegible] into a [illegible], their oath allowed [illegible] to break the enchantments. The sweethearts were married and joined their two kingdoms, becoming powerful allies to the Great Rebellion.

PRINCE DEFIANT

WEAPONRY
Sword

SPECIAL ABILITY
Leadership

1985 GOLDEN POP BOOKS
Prince Defiant was from a distant kingdom and set out to join the Great Rebellion. Catra captured him and used an imposter to infiltrate the Rebels. After he was rescued, Prince Defiant joined the Rebels in their struggle against the Horde.

PRINCE ESKER

TITLE
Prince of Mordonia

1985 FILMATION MOTU ANIMATED SERIES
The son of King Rowan of Mordonia, Prince Esker was snooty and had little respect for his sister, Princess Janice, until she saved their father.

PRINCE GLITCH

1983 FILMATION MOTU ANIMATED SERIES
Prince Glitch was the son of King Sathal of Talbonia. He ran away from home in search of a life of excitement with Skeletor's Evil Warriors but disliked the looting and plundering. During his brief stay at Snake Mountain, he lost his confidence and courage. He eventually overcame his doubts and challenged Skeletor.

PRINCE HAZAR

TITLE
Prince of Bretonia

1985 FILMATION POP ANIMATED SERIES
The son of King Gradis, Prince Hazar of Bretonia wanted to rebel against the Horde, unlike his father. The prince sought out allies. After being sent to and rescued from the Mines of Mondoc, he convinced his father to join him in the fight against the Horde.

PRINCE HIGHCLIFF

TITLE
Prince of Bird Mountain

1985 FILMATION POP ANIMATED SERIES
Prince Highcliff of Bird Mountain was a handsome young man adorned in white and red Grecian-style garb. He and Glimmer shared an affection for one another; he helped her see through the Horde member False Face's disguise when False Face imprisoned Highcliff and tried to impersonate him. After being freed from the Fright Zone by Glimmer, Prince Highcliff was relieved to learn that her new hairstyle was only temporary.

PRINCE JOL

TITLE
Prince of Antaria

1985 FILMATION POP ANIMATED SERIES
Prince Jol was a spoiled young boy from the distant planet of Antaria who crash-landed on Etheria after being attacked by the Horde. Life on Antaria was very different from Etheria, as many people on his planet owned mechanical companions called Robo-Friends that did everything for them. Prince Jol was stubborn, selfish, and dependent on his Robo-Friend. Stranded among the children of Etheria, he learned the true meaning of friendship.

PRINCE KEVIN

1985 FILMATION POP ANIMATED SERIES
Prince Kevin was a young man and heir to the Bomaland's throne. As his father approached retirement, Kevin had little interest in studying the laws of his kingdom, wanting instead to enjoy himself. Prince Kevin's perspective changed after an encounter with the Horde led to his developing an alteration to Platinum.

PRINCE MAKIN

1986 UK WORLD MOTU ANNUALS
Prince Makin was the son of King Ogar of the Snow Mountains. He was among the students kidnapped by Evil-Lyn in an attempt to lure He-Man into a trap.

PRINCE MICHAEL

AFFILIATIONS:
Royal Family of Eternia

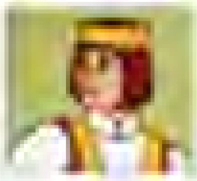
1986 UK WORLD MOTU ANNUALS
Prince Michael was the youngest of King Randor's cousins and nephews. His mother was Randor's sister and the queen of another kingdom. Michael came to the kingdom of Eternia to further his studies in history.

PRINCE NICHOLAI

1986 MOTU NEWSPAPER STRIPS
Prince Nicholai, uncle of Bondolo's crown prince, Conan, and brother-in-law of Queen Elna, headed the revolution that erupted in Bondolo. He was urged on by his chief advisor, Count Rosalda. Nicholai and Lady [illegible] a hostage; the two were apparently old flames, much to the chagrin of Man-At-Arms.

PRINCE NORA

AFFILIATIONS:
Prince of Highgrove



1985 FILMATION POP ANIMATED SERIES
Prince Nora was the young and noble leader of the people of Highgrove. He longed for and eventually established peace between his kingdom and that of Baron Grimsly.

PRINCE OF NORAGORE

1983 FILMATION MOTU ANIMATED SERIES
Upon conquering the kingdom of Noragore, Skeletor transformed its prince into a hideous creature known as the Monster of Noragore. Disturbed by his own appearance, the prince believed he could not lead his people. Teela helped him believe in himself once again, and when she kissed him, his true handsome form returned once more.

PRINCE ORWALL

1985 FILMATION POP ANIMATED SERIES
Prince Orwall, prince of a small kingdom on Etheria, risked Horde retribution when he supplied goods to the Great Rebellion. He was aided by the Magicus who made him invisible.

PRINCE RUNALF AND PRINCE YAINE

AFFILIATIONS:
Royal Family of Eternia

1986 UK WORLD MOTU ANNUALS
The golden-haired Prince Yaine and his brother Runalf were Prince Adam's twin nephews. Stuffy and dignified, the princes did not like childish games and preferred challenges to their skills.

PRINCE TIR'RYL

AFFILIATIONS:
Prince of the Kingdom of the Outer Lands

1986 UK MOTU COMIC MAGAZINES
Prince Tir'Ryl was a young prince from the Kingdom of the Outer Lands. He befriended Orko and enjoyed watching his magic tricks.

PRINCE XANUT

1987 GERMAN EHAPA MOTU COMICS
Prince Xanut was the young son of King Xanut, ruler of Eternia's neighboring planet Zartonia. After Xanut's death, Xanut [illegible] the traditional tournament to determine a new king. When He-Man won the tournament and accepted the crown of Zartonia, he handed the kingdom over to Prince Xanut. Through this action, He-Man became Xanut's regent until the prince would be old enough to become king.

PRINCE ZED

AFFILIATIONS:
Evil Horde

1985 FILMATION POP ANIMATED SERIES
Horde Prime's son and Hordak's nephew, Prince Zed had been spoiled and sheltered on Horde World. After a brief time in the Whispering Woods, he realized the Horde were in the wrong. He promised changes when he returned to Horde World.

PRINCESS ALLEGRA

TITLES
Wild Girl of the Green Island Kingdoms

SPECIAL ABILITIES
Agility
Communication with White Fangs

1983 FILMATION MOTU ANIMATED SERIES
At a young age, Princess Allegra of the Green Island Kingdoms was caught in a [illegible] while sailing and washed up onto a peninsula. Knocked unconscious, she was separated from her family and rescued by the White Fangs, a pack of wolves. Left to fend for herself with her new family, she was presumed dead for five years. She grew feral and was feared by other humans. She spoke in guttural, wolfish sounds, gnawed her food, and possessed speed and agility comparable to those of the White Fangs. She was short tempered, feisty, and fiercely protective of her adoptive family. She was eventually reunited with her father, King Adon, and returned to her homeland, leaving the White Fangs to roam the Etherian wild.

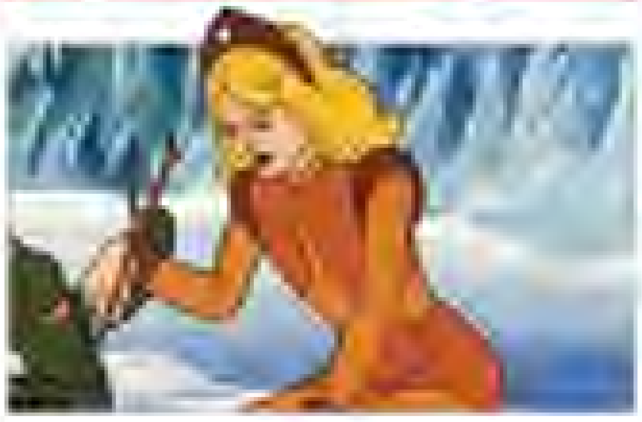
PRINCESS BENURA

1986 MOTU NEWSPAPER STRIPS
A princess from Medeka in the Northern Isles, Benura was the third and eldest daughter of King Solmond. She appeared as Prince Adam's escort at a public event and warned him about the difficulties of making public appearances due to the constant hounding of the press and the fact that all eyes were always on them. She commented about how tiring it was to put a smile on all the time.

PRINCESS ELLANELLA

1985 GOLDEN MOTU BOOKS
When they were children, Princess Ellanella of the kingdom of Starfall and Prince Daniel of the kingdom of Greenbell swore an oath to love and protect one another. Later, when Count [illegible]'s treachery transformed Daniel to stone and turned Ellanella into a deer, their oath allowed Ellanella to break the enchantments. The sweethearts were married and joined their two kingdoms, becoming powerful allies to the Great Rebellion.

PRINCESS JANICE

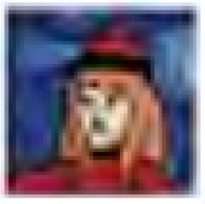


SPECIAL ABILITIES
Power of healing

1983 FILMATION MOTU ANIMATED SERIES
The adventurous and excitable Princess Janice was the daughter of King Bartos. She was a risk taker and loved adventure. Though she was unfairly ignored by her father, and also by her brother Prince Eldric, they eventually saw her worth after she helped He-Man save their kingdom from Skeletor.

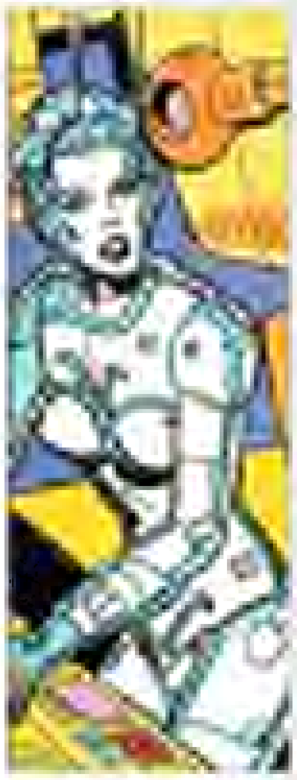
PRINCESS KATHAY

1983 FILMATION MOTU ANIMATED SERIES
The daughter of Emperor Kathar, Princess Kathay was strong willed and was [illegible] for years. She displayed courage and calmness when her father's rule was threatened by the evil wizard Hexor.



PRINCESS KIRMA

AFFILIATIONS
[illegible]



1989 [illegible] COMIC
Princess Kirma was the planet Vultor's courageous robotic sovereign. She bravely accompanied her beloved companion Glin on a deadly mission to use a thermal bomb to blow up a monstrous asteroid which had been transformed into an attack fortress by the villainous robot Doomdigar. Although she was a robot with a chrome-plated body, Kirma was a fully sentient being.

PRINCESS LORAMA

1986 UK WORLD MOTU ANNUALS
Princess Lorama and her Flower People from the Mountains of Mehrik sold their beautiful flowers at the marketplace in Eternos.

PRINCESS LUNA

1986 UK MOTU COMIC MAGAZINE
Princess Luna lived in secrecy on the moon of Eluin. She was the guardian of the Moon Jewel, which had the amazing power of causing anyone who saw it to love the person holding it.

PRINCESS NAMI

AFFILIATIONS
Aquaticans

WEAPONRY
[illegible]

1985 FILMATION MOTU ANIMATED SERIES
The teal-skinned Princess Nami ruled the underwater kingdom of Aquatica. Although wise, she was distrustful of those who lived above water. She wore a long blue dress, had red hair and, strangely, did not resemble the Aquaticans over whom she ruled.

PRINCESS NARANI

1986 EDITORA ABRIL MOTU COMIC
Narani was the princess of Eternia's Kingdom of Snows. She was a blue-skinned child with jet black hair who wore royal clothing, including a magenta cape. The child was kidnapped by Skeletor while she was visiting Eternos and held for ransom as part of Skeletor's attempt to forcibly take Eternia's throne. He-Man, Teela, and Orko undertook a secret rescue mission to save the princess before word of her kidnapping got back to the Kingdom of Snows.

PRINCESS RANA

[illegible] MOTU MINICOMICS
Princess Rana was a danger to the villainous Gadac, for she was the rightful ruler of Tonga, which Gadac had turned into a city of slaves. The noble princess wore an orange head band in her black hair and was clad in tribal garments.

PRINCESS RHEA

[illegible] FILMATION MOTU ANIMATED SERIES
The daughter of King Thalon, Princess Rhea was a confident woman who became good friends with Battle Cat during their quest to rescue He-Man from Queen Belsa. She possessed remarkable stamina. Princess Rhea was able to outrun the Gorgon Warriors and keep up with Battle Cat for a time.

PRINCESS VESS

[illegible] MOTU CLASSICS
Princess Vess was an Eternian royal who was captured by Skeletor. She was rescued by Lord Dactus, Chief Carnivus, and Clamp Champ.

PRIVATE DOBSON

AFFILIATIONS
Galactic Guardians

SPECIAL ABILITIES
Technical expertise

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Private Dobson was a nervous Guardian Technician who wore thick glasses. He was technically skilled, particularly in programming tasks, and complained continually about his missions.

[illegible]

PROCRUSTUS

TITLES
Giant Guardian of Magic

SPECIAL ABILITIES
Mystical might

[illegible] DC MOTU MINICOMICS
Procrustus was a gigantic god who was tasked with the duty of holding the inner world of Eternia together with his many arms. Procrustus was a magical being, and when Skeletor used a magic mirror to steal Eternia's mystical energies, the giant god was nearly drawn away from his duty by the power of the Sorceress.

[illegible] MOTU CLASSICS
Procrustus was the immortal, four-armed giant assigned by the gods to guard the Unnamed at the center of the planet Eternia. Despite his loyalty to his mission, the magic of the Starseed seeped out over the millennia, creating many powerful magicians on the planet's surface. Eventually the magic drew the attention of evil forces, including Horrid, who attempted to use the Spell of Separation to break Eternia apart and seize the magic for himself. When all good Eternians united against him, but in effect forced Procrustus to literally hold the planet together with his many arms. Procrustus emerged after the Unnamed One recast the Spell of Separation and purposefully released the Dameron. Procrustus took part in the Third Ultimate Battleground on the planet's surface.

PROFESSOR KAPO

[illegible] UK MOTU ANNUALS
Professor Kapo was a renowned meteorological expert, a keeper of the peace, and one of the wisest men on Eternia. He traveled far and wide to spread his message. Though he had suffered badly at the hands of the Horde, he was prepared to forgive them.

PROFESSOR MATTIK

SPECIAL ABILITIES
Inventing

[illegible] UK MOTU COMIC MAGAZINES
Professor Mattik was one of the greatest scientists and the most gifted robot technician on the world of Lorredo, in the Starburst Galaxy. Conducting his experiments from his research center, Professor Mattik fell victim to the criminals of Lorredo, who were under Horde Prime's command, after he failed to pay his taxes. But Rio Blast, the planet's police law enforcer, defended Mattik's laboratory and saved him from the criminals. Professor Mattik was later able to repay his debt to Rio when the latter was nearly fatally injured in an attack by the criminals in a Rotolium mine. Mattik repaired Rio's badly damaged body and converted him into a cyborg warrior equipped with a built-in arsenal of laser guns, thus creating the hero who would later join He-Man and the Masters of the Universe on Eternia.

Professor Mattik kept order on Lorredo while Rio Blast was above the planet conducting his duties at the Astro Jail. One day shortly after Rio's defeat of the criminal forces on Lorredo, Professor Mattik had a bad feeling when Rio left the planet for the Astro Jail, and his fears later proved justified, as Professor Mattik was to perish with the rest of the Lorredoans when Horde Prime diverted a meteor toward Lorredo, destroying the entire planet.

PROFESSOR ORION

[illegible] FILMATION MOTU ANIMATED SERIES
Professor Orion was the soft-spoken and elderly leader of the people of Eternia's Bright Moon. Patient and wise, he sought peace with King Karlor and the people of the Dark Moon.

PROFESSOR SMALLEN

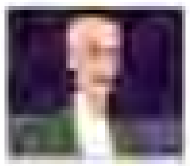
SPECIAL ABILITIES
Archaeology

198? FILMATION MOTU ANIMATED SERIES
Smart, if a bit scatterbrained, Professor Smallen was an archaeologist and an archivist of Eternia's ancient books.

PROFESSOR TEMPUS

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Inventing



1985 FILMATION POP ANIMATED SERIES
Professor Tempus was one of the Horde's most notable scientists. He was patronizing and would belittle those who failed to recognize his genius. He was proud of his inventions, such as a shrinking serum and the Time Transformer. He would have a breakdown if any of his creations fell into the hands of the Great Rebellion.

PROPHETESS OF THE ORACLE

WEAPONRY
Wooden walking stick

SPECIAL ABILITIES
Divination
Empathy
Longevity
Sorcery

19?? HE-WORLD MOTU MINIBOOK
The Prophetess of the Oracle was the elderly sister of King [illegible] in the kingdom of [illegible]. She was an old friend of the Sorceress and possessed the ability to see the future. She and her brother had suffered a falling out and had not spoken in many years. She reunited with her sibling when the dormant volcano she'd been living in erupted. She was aware that He-Man and Prince Adam were one and the same.

PURSIVAL

AFFILIATIONS
Magicat

SPECIAL ABILITIES
Invisibility

1985 FILMATION POP ANIMATED SERIES
Pursival was an elderly Magicat who preferred sleeping and discussing the [illegible] of the Horde. Though he could be roused into acts of bravery when needed. Pursival possessed the ability to make objects invisible.

QUAKKE

OTHER NAMES
Earthquake

AFFILIATIONS
Evil Mutants

WEAPONRY
Mace

[illegible]

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Quakke was one of Flogg's key Mutant henchmen. He craved power and was often looking to increase his standing in the Mutant ranks. When Slushhead launched a mutiny against Flogg, Quakke supported him in the hopes of becoming the new captain of the Mutant Mothership. He was usually paired with [illegible]. The duo was frequently selected by Skeletor to assist him with his many schemes.

Quakke wielded a large mace resembling a boulder which, when struck against the ground, caused powerful earthquakes and [illegible].

2016 MOTU CLASSICS
Quakke was feared for his Terror Mace, a weapon constructed from a strange meteor fragment he discovered on Denebria. During the Battle of [illegible], Quakke joined Crystar in his escape pod. They eventually landed on Eternia and tried to seize Crystal Castle.

QUEEN AMAXA

TITLES
Queen of Tarn

AFFILIATIONS
Royal Family of Eternos

1984 HE-WORLD MOTU MINIBOOK
Queen Amaxa was King Randor's cousin; their mothers were sisters. She ruled the kingdom of Tarn, a region that neighbored the kingdom of Eternia. She wore the Crown of Tarn, which possessed magic powers when worn by the rightful sovereign and prevented wars, riots, and rebellious acts.

QUEEN ANDREENID

TITLES
Queen of the Andreenids

AFFILIATIONS
Eternian Council
Andreenids

SPECIAL ABILITIES
Flight

2021 MASTERS OF THE UNIVERSE: REVELATION MOTU ANIMATED SERIES
Queen Andreenid ruled the Andreenids from her throne in the city of [illegible]. She was fond of the enormous honey harvest from the village of [illegible]. She joined King Randor's Eternian Council

QUEEN ANGELLA

TITLES
Angella, Winged Guide
Queen of Bright Moon

AFFILIATIONS
Great Rebellion

WEAPONS
Staff of Light

SPECIAL ABILITIES
Flight
Light manipulation
Projecting blasts of light
Sorcery

[illegible] FILMATION POP ANIMATED SERIES
Prior to the Horde invasion of Etheria, the winged Queen Angella and her husband King Micah raised their daughter Glimmer in the peaceful kingdom of Bright Moon. When King Micah was lost in a battle with the Horde, Angella was left to care for Glimmer on her own. In time, she was captured by Hunga, leader of the Harpies of Tabat Mountain. Freed by He-Man and She-Ra, she was reunited with her daughter and, eventually, her husband.

Angella derived much of her power from the Moonstone, which was linked to Etheria's moons and the Castle of Bright Moon. She could erect a magical barrier around the castle, project blasts of light to stun or blind opponents, and more. During a lunar eclipse, or when she was far away from the castle, Angella's powers were greatly diminished.

[illegible] POP MINICOMICS
Unlike in her Filmation portrayal, the POP minicomics depicted Queen Angella as the ruler of the city of Mizar in the mountains of Etheria.

[illegible]

[illegible] GOLDEN POP BOOKS
The Golden books portrayed Queen Angella as the leader of the Great Rebellion until her capture by the Horde. Imprisoned on Beast Island, Angella was succeeded by her daughter, Princess Glimmer.

[illegible] [illegible] POP AUDIO PLAY
Angella was one of the [illegible] among the Etherian princesses. Along with her daughter, she lived in the [illegible] Light Palace located south of the Crystal Castle. Even though mother and daughter shared a [illegible] relationship, Angella accepted that Glimmer wanted to move out and build her own palace. Her songs granted her the ability to fly, and everyone loved to listen to her when she played her guitar. Angella was very caring and motherly, not only to Glimmer but to all of her friends as well. Flying through the air, Angella warned the princesses when [illegible] approached.

[illegible] UK POP COMIC MAGAZINE
In the UK POP comics, Queen Angella passed her Staff of Light down to Glimmer on her [illegible] birthday. Foreseeing an attack by the Horde, Angella sent her daughter to the safety of the Whispering Woods. Angella's powers appeared to be tied directly to Etheria's moons.

[illegible] MOTU CLASSICS
The Classics canon drew from earlier depictions of Angella and provided a new backstory for the character. As the queen regent of Bright Moon, Queen Angella was the first Etherian monarch to openly defy the Horde when it invaded. The Horde overthrew Bright Moon and declared its people slaves, but Angella responded by forming the Great Rebellion with other key leaders. Within the sanctuary of the Whispering Woods, she (and others) trained would-be rebels to fight the Horde. When Hordak left [illegible] [illegible] much later, many Rebels followed to continue the fight against the oppressors, but Angella remained behind on Etheria to oversee its reconstruction.

With her power of flight, Angella traversed Etheria to find her lost people and deliver them to safety. With a sense for impending danger, she could warn others away. She cared deeply for her daughter Glimmer, her niece Double Mischief, and her close friend Castaspella.

QUEEN BALINA

TITLE
Queen of Targa

[illegible] FILMATION MOTU ANIMATED SERIES
Queen Balina ruled Targa and wished to conquer the kingdom of Oparon, overthrowing King Thalin. She delighted in watching her prisoners fight to the death. Queen Balina commanded an army of Gargon Warriors.

QUEEN ELISA

[illegible] MOTU NEWSPAPER STRIPS
Queen Elisa became the ruler of Avindale after the death of her husband. She was the mother of Crown Prince Darian and the sister-in-law of Prince Nicholas. With the appearance and bearing of Arabian royalty, she possessed an aura of dignity and power.

QUEEN ELMORA

TITLE
Queen of Phantos

SPECIAL ABILITIES
Sorcery

[illegible] FILMATION MOTU ANIMATED SERIES
Queen Elmora was the [illegible] ruler of Phantos and had a long-term friendship with He-Man. She enjoyed testing He-Man's strength against her Phantarium Chains. When Skeletor transformed her into a demon, her goodness and will were strong enough to overcome his mind control.

[illegible] MOTU CLASSICS
In Classics, Queen Elmora had a hand in creating the Evil Warrior Strong-Or (a renamed Strongarm) when she banished him from her kingdom for thievery. She later suffered repercussions when he took revenge by helping Skeletor invade her kingdom.

QUEEN MARLENA

[illegible]
Heroic Queen of Eternia and [illegible]
Queen of Eternia
Warrior Queen of Eternia
Lieutenant Marlena Glenn
[illegible]
Marlena Glenn
[illegible]
Heroic Warriors
Royal Family of Eternia
[illegible]
[illegible]
Sword
[illegible]

[illegible] DC MOTU MINICOMICS

When the second wave of early minicomics introduced a [illegible] kingdom, an elderly king and queen were established as its rulers. The unnamed queen of Eternia was depicted as blind.

[illegible] DC MOTU COMICS

Marlena was an astronaut from Earth who found herself on Eternia after her ship passed from one dimension to another. She met and quickly fell in love with King Randor, and the couple soon wed. She [illegible] Prince Adam [illegible] him against a [illegible] from her husband [illegible] Man-At-Arms. Upon meeting He-Man, she [illegible] that the most powerful man in the universe [illegible] her of her son.

[illegible] FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series filled in much about Marlena's backstory and personality. [illegible] Lieutenant Marlena Glenn was among the [illegible] from the planet Earth. Her spacecraft, [illegible] crashed on Eternia. The first person she met after the crash landing was the young King Randor. The two fell in love and later wed. The royal couple had twin children, Prince Adam and Princess Adora.

Queen Marlena was very [illegible] her husband. The pair rarely disagreed, though Marlena did poke fun at Randor on occasion, something which the king took good-naturedly. Where they differed most was in their approaches toward their son. Marlena displayed a great deal more confidence and trust in Adam, despite his apparently carefree nature. She even hinted that she was aware of his dual identity.

Strong-willed and brave, Marlena showed no fear when confronting danger, including coming face to face with Skeletor.

[illegible] GOLDEN MOTU BOOKS

The MOTU Golden books put a slightly different spin on Marlena's origin. An Earth astronaut, Marlena commanded a crew which included [illegible] (Evil-Lyn), [illegible] (Beast Man), and Dr. [illegible] (Tri-Klops). As their spacecraft passed through a portal and crashed on Eternia, Marlena ejected, parachuting to land safely on Eternia's Light Hemisphere; her crew went down on the Dark Hemisphere.

In a departure from other media, Marlena was not only the mother to Prince Adam and Princess Adora but also to a third, unidentified child.

[illegible] KID STUFF MOTU RECORDS

Unlike in most other depictions, Queen Marlena and her husband King Randor ruled Eternia from a castle situated deep within the Evergreen Forest.

[illegible] GERMAN MOTU AUDIO PLAYS

Queen Marlena always had the best intentions for her husband, reminding him not to eat too much meat. In the German audio plays [illegible] Marlena clearly was not aware that Prince Adam and He-Man were one and the same. When Skeletor apparently killed He-Man and declared himself ruler of Eternia, Marlena and Randor were thrown into the Royal Palace's dungeon and forced to serve food and drinks to the new king. She suffered under the [illegible] of Evil's regime until He-Man ultimately freed her and put an end to Skeletor's reign.

[illegible] BRAZILIAN ESTRELA MOTU MINICOMICS

In the Estrela minicomic, Queen Marlena's birthday was cause for celebration on Eternia. Each year, Marlena requested a special favor from the populace, and many gifts were bestowed upon her. Unfortunately, a disguised Evil-Lyn [illegible] Marlena during this time. While in Evil-Lyn's thrall, the queen made the odd request that everyone in the palace play hide-and-seek. Evil-Lyn then transported Queen Marlena to Castle Grayskull, where the entranced queen demanded that the Sorceress reveal the secrets of Grayskull to her.

[illegible] MARVEL STAR MOTU COMICS

Queen Marlena was highly patient with her husband, King Randor. When he confessed to feeling that he was nothing more than a figurehead, Queen Marlena supported him and [illegible] that he could be a Heroic Warrior once more, though she questioned his need to [illegible]. She was quick to defend

him from anyone, such as Clamp Champ, who suggested that he was no longer capable.

In an alternate reality version of Eternia created when Prince Adam's Sword of Power was transported thirty years into the future, both Queen Marlena and her husband were imprisoned by Skeletor. They were shocked to see Prince Adam arrive from the past and feigned surprise when he shared the secret of his dual identity with them. When he left them alone, it was revealed that Queen Marlena had figured out her son's secret many years before and both she and her husband had decided to let Prince Adam tell them when he was ready.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Unlike in other portrayals, Marlena was not born on Earth in the MYP animated series; her background was not covered. While normally dressed regally, she was not above donning armor and bearing weapons. She also displayed diplomatic skills during an encounter with the Snake Men. Marlena proved to be a capable fighter, competent with a blaster and sword.

2008 MOTU CLASSICS

Drawing heavily from earlier canons, the Classics bio established that Marlena trained in combat with both Man-At-Arms and Clamp Champ after King Randor had been banished to Despondos by Skeletor. She fought alongside the Masters of the Universe in the Second Ultimate Battleground, using her Eternian skills as well as her talent with the Earth-made Rigoth 174 [illegible] Marlena proved herself a capable fighter. Later she used the Cosmic Key to return, briefly, to Earth, where she discovered a secret that linked the two worlds.

2012 DC MOTU COMICS

The 2012 DC comics remained largely consistent with earlier depictions of Queen Marlena, though here she referred to herself as the warrior queen of Eternia and had blond hair instead of red. A flashback revealed she had crashed near Grayskull, where Randor found her. When Skeletor conquered Eternia with a memory spell, he banished Marlena back to Earth and cursed her so that she could never return to Eternia. When Skeletor attempted to siphon some of Earth's magic, however, she was instrumental in convincing the Justice League to fight alongside the Masters of the Universe against Skeletor.

IMAGE COURTESY OF DC COMICS

After the battle, Marlena gave a locket to He-Man with her picture inside. The outside of the locket was patterned with the same design as She-Ra's original costume. He-Man, in turn, gave the locket to Adora, and it eventually gave her wounded sister the strength to proclaim her loyalty to Grayskull.

QUEEN NEJA

SPECIAL ABILITY
[illegible]

1988 UK MOTU COMIC MAGAZINE

Neja was a beautiful young queen of the planet Majesta who possessed great magical powers. She was engaged to the handsome nobleman Akira until the evil sorcerer Wraithbinder challenged her to a duel. In retaliation for losing the duel, Wraithbinder cursed her with the Cloud of Entropy and banished her fiancé to the loathsome Nightworld.

The curse weakened Queen Neja and caused her to fade from the physical world. She traveled through the stars, searching for Akira, for only in their reunion would the curse be lifted. When they were at last reunited with He-Man's help, they returned to Majesta to build a new life together.

QUEEN OF ETERNOS

AFFILIATIONS
Royal Family of Eternia

2008 MOTU CLASSICS

King Miro's wife, the Queen of Eternos, was the mother of Prince Randor. After Count Marzo magically exiled Miro to Despondos, his eldest son, Keldor, was the next in line for the throne of Eternia. Because of Keldor's half-Gar heritage, he was rejected by the people of Eternia. The Elders demanded that he step aside for Randor. At her son's request, she went to ask Keldor to address the people; in a questionable accident, she was murdered, apparently by a [illegible] Keldor. The truth of her death remained a mystery.

QUEEN OF THE REX

AFFILIATIONS
Insect Warriors
Rex

1985 MOTU [illegible]

The Rex queen was the noble leader of the insectoid Rex people who resided in an underground hive. She was pink and purple with translucent wings, though it was unclear whether she could fly. The only visible sign of her royal status was the high collar she wore. The Queen of the Rex was very protective of her children.

QUEEN OF THE POLTI

AFFILIATIONS
Polti

1985 FILMATION MOTU ANIMATED SERIES

The Polti queen was a large and regal insect who ruled over the Polti race. She found it difficult to trust any Eternians after Evil-Lyn stole the Rotten Crystal of Millenia.

QUEEN SPARKLE

[illegible]
Queen of the Twiggets

1985 FILMATION POP ANIMATED SERIES

Queen Sparkle and King Sprite ruled the Twiggets. They were widely known and respected for their fairness. A jealous sort, the queen would threaten her husband with her rolling pin should she catch him eyeing another female.

QUEEN SUMANA

TITLES
Queen of Arcadia

AFFILIATIONS
Arcadians

WEAPONRY
Magic Ring

SPECIAL ABILITIES
Leadership

1983 FILMATION MOTU ANIMATED SERIES
Queen Sumana of Arcadia believed men were inferior to women. She enslaved males to work in the mines under the city. When Arcadia was threatened with disaster, she was forced to order the men and women to work together. Changing her mind about men, she freed the slaves and married Arnor, a man she had long harbored affection for.

QUEEN XERXA

AFFILIATIONS
Royal Family of Eternia

1986 UK WORLD MOTU ANNUALS
The proud and haughty Queen Xerxa, a distant ancestor of Prince Adam, lived over four hundred years before him. Her spirit was trapped on Eternia when an ancestor of Skeletor's locked the Time Portal. She was freed when He-Man used his mental strength to open the portal once more.

QUEEN ZAL

TITLES
Queen of Amuzia

OTHER NAMES
Sovereign of Light

WEAPONRY
Sword

SPECIAL ABILITIES
Leadership

1986 [illegible] EDITORIAL [illegible] MOTU COMICS
Zal was the blond warrior queen of the planet Zal-Kron, a world populated mainly by crystalline

beings. Zal was generally seen with her bodyguard, the crystal man Bruar.
Skeletor soon altered the orbit of Zal-Kron and sent it hurtling toward Eternia. When He-Man arrived on Zal-Kron to stop Skeletor, Queen Zal viewed the hero as an invader and ordered her guards to attack him. Fortunately, by saving Bruar's life, He-Man convinced the queen that he was there to help.

QUIX THE SHAPECHANGER

1983 FILMATION MOTU ANIMATED SERIES
The silent, thin, and elderly Quix the Shapechanger was a prisoner in the dungeons of the Royal Palace.

RABAR

AFFILIATIONS
Rock People

SPECIAL ABILITIES
Great strength
Body of stone

1983 FILMATION MOTU ANIMATED SERIES
Though he was a member of the peaceful Rock People who dwelled in the underground caverns of Eternia, Rabar was an exception and wanted to rule his people. A small giant, he was often in direct competition with Tygar. Both of them believed that a weapon made a leader. When Rabar acquired He-Man's sword, he would not surrender it without a fight. He eventually saw the error of his ways.

RACHNEY

AFFILIATIONS
Kudomi

WEAPONRY
Pop rifle

1985 FILMATION MOTU ANIMATED SERIES
Rachney was one of three spiders sent by the Evil Horde upon their initial invasion of Etheria. With Arachna and Ryula, he attacked the village where Tanja [illegible] lived before she became the Sorceress. He was spider-like in appearance.

RAGO

SPECIAL ABILITIES
Knowledge of the Vine Jungle

1983 FILMATION MOTU ANIMATED SERIES
Rago had a deep hatred for Manu, Chief of the Pavlos, and wanted to replace him by stealing the Moonfire Stones to power Zagons, a large mechanical creature. His self-importance and ego were both his greatest strengths and weaknesses. He was not a skilled warrior but was knowledgeable about the Vine Jungle and could traverse it with ease.

RAKV

AFFILIATIONS
Bibbets

1983 FILMATION MOTU ANIMATED SERIES
Rakv was a proponent [illegible] of the Bibbets. Like most of the rest of his tribe, he did not want to confront the Horde.

RA-JAR

AFFILIATIONS
Revenge Squad

WEAPONRY
Swords

SPECIAL ABILITIES
Multiple arms for combat

2013 MOTU CLASSICS
Ra-Jar was one of Lady Slither's Revenge Squad. He was sent to Trolla by the Unnamed One to obtain the magic of the Temple of Ra. His multiple arms and swordsman skills made him incredibly deadly.

RAM MAN

TITLES
Heroic Human Battering Ram
The Wall Breaking Titan

REAL NAME
Ram

WEAPONRY
Axe

AFFILIATIONS
Heroic Warriors,
Masters of the Universe,
Heroic Defenders

SPECIAL ABILITY
Human battering ram
Powerful legs for jumping
Spring-coiled legs

1983 DC MOTU MINICOMICS

Ram Man was a loyal Heroic Warrior known for his amazing abilities as a human battering ram. Propelled forward by his powerful legs, Ram Man charged his targets with full running speed, making impact with his helmeted head. Somewhat dull-witted, he was tricked by unscrupulous individuals many times over the years. Because of this, Ram Man did not trust He-Man when he first encountered him. The two started as adversaries and, while He-Man was initially reluctant to employ force, he eventually had to put Ram Man in his place. Skeletor used this incident to manipulate Ram Man and tricked him into attacking Castle Grayskull's Jaw-Bridge. Even after Ram Man grew tired of ramming the castle's entrance, Skeletor magically forced him to continue his onslaught. Fortunately, He-Man rescued Ram Man and, together, they defeated Skeletor. Ram Man subsequently became a steadfast member of the Heroic Warriors.

1983 FILMATION MOTU ANIMATED SERIES

The Filmation series portrayed Ram Man as a lovable buffoon with legs made of spring coils. Well aware that he was more dull-witted than the others, Ram Man was ironically the only hero to point out that He-Man and Prince Adam were never seen together.

Ram Man occasionally jumped so high that he needed a parachute, and if he rammed something too hard for him, he could knock himself out. He was often paired with Stratos in his early appearances, with the two of them frequently working side by side.

Ram Man was well liked by the other Heroic Warriors, and Teela developed a fondness for him. At a later stage he formed a close friendship with Man-E-Faces.

1984 KAGRAN MOTU AUDIO PLAYS

In the audio plays, Ram Man was depicted as one of the strongest of the Masters of the Universe. Only Fisto's strength and Stratos's punch were able to take him down.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

Ram Man, the Wall Breaking Titan, was said to be a sheer nightmare for his enemies. All he needed was enough momentum for his impact force. Ram Man literally ran headfirst into barricades, tearing large holes in them.

1986 UK MOTU COMIC MAGAZINES

While generally consistent with other media, the UK comics portrayed Ram Man as having a close friendship with Stratos, for whom he had a protective feeling.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

While largely consistent with other portrayals, the MYP depiction of Ram Man explored some hitherto unseen aspects of his character. Ram Man had been a defender of Eternia for many years and was present during Keldor's assault upon the Hall of Wisdom. His unquestioning

and struggled with a long-held fear of the dark. Ram Man had friendly interactions with Orko, giving him advice on more than one occasion. He was sometimes shown without his helmet and appeared to have a metal plate on top of his head.

[illegible] MOTU CLASSICS
Combining bits and pieces from other media, the Classics canon created new elements for Ram Man's backstory. A simple Eternian named Krass, he grew up outside of the Vine Jungle, where his village was constantly threatened by the Beast Men. During one such raid, Krass took his family's enchanted ancestral armor, which was capable of magically absorbing raw force, and used it to repel the attackers like a human battering ram.

Nicknamed "Ram Man," he came to the attention of Skeletor, who tricked him into attacking the Jaw Bridge of Castle Grayskull. Recognizing his error, Ram Man defected to the side of good and helped He-Man defeat Skeletor. Recruited by the Masters of the Universe, Ram Man fought alongside the heroes for many years until going missing in the Second Ultimate Battleground. Ram Man wandered among Randor, after the Twins of Power left for Primus. Along the way, he rescued a teenage boy, who became his squire. Ram Man trained him and asked Dekker to craft impact armor for his apprentice. The young man adopted his mentor's name when Ram Man retired. Later, Battle Cat asked the original Ram Man to join him on a mission into [illegible].

RAM MAN II

AFFILIATIONS
Masters of the Universe

SPECIAL ABILITIES
Ramming with his head

[illegible] MOTU CLASSICS
Ram Man II was one of the new Masters of the Universe who served under King He-Man and fought in the Third Ultimate Battleground. After being saved by the original Ram Man, the boy who would later take on his mentor's name became Ram Man's squire. Ram Man asked the scientist Dekker to develop special impact armor for his apprentice.

RAMJAN

WEAPONRY
Golden trident

SPECIAL ABILITIES
Fishing

[illegible] GOLDEN BOOKS
Ramjan was the leader of the fishermen who lived alongside the River of Bars in the Mystic Mountains. He wielded a golden trident, symbolizing his position. He and his people harbored a deep loathing toward the Bor and the farmers of the Mystic Farmlands. They learned to work together when Skeletor divided the river.

RAMLIN

SPECIAL ABILITIES
Sorcery

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
An evil wizard, Ramlin possessed the power to drain others of their magic, but only when they attacked him. He had once been on the side of good but a greater evil had taken hold of him. He attended Master Sebrian's gathering of wizards. He was apparently an old associate of Skeletor's, and even the spell of destruction feared him. After suffering a defeat at He-Man's hands, Ramlin fled to the Dark Side of Nordor and swore revenge.

[illegible]

RANGER

AFFILIATIONS
[illegible]

[illegible] SHE-RA: PRINCESS OF POWER ANIMATED SERIES
One of the elves of [illegible], Ranger escaped when the Horde enslaved his town. Determined, he set out to ask the Great Rebellion for help. He had a look of perpetual annoyance.

RATTLOR

TITLES
8th Snake Man Overlord
with the Lizard/Snake Head
Snake Men General

OTHER NAMES
Slithy of the Rattler House
Supreme Rattler
The General

SPECIAL ABILITIES
Elongating neck
[illegible]

AFFILIATIONS
Snake Men
Evil Horde
Evil Warriors
[illegible]

WEAPONS
Snake staff

[illegible] MOTU MINICOMICS
In the MOTU minicomics, Rattlor was one of King Hiss's chief henchmen. He had avoided, along with Tung Lashor, being imprisoned in the Void with King Hiss and the other Snake Men. His activities over the ensuing millennia remained unknown, but he joined the Evil Horde at some point.

When King Hiss was released from the Void, he summoned Rattlor and Tung Lashor to his side. Though he was displeased to find they had been serving Hordak, he accepted their pledges of loyalty.

Rattlor could elongate his neck to quickly strike out at foes, and his battle rattle always sounded before he attacked.

[illegible] UK WORLD MOTU ANNUALS
In contrast to other media, Rattlor hissed instead of speaking in the World annuals. He and Tung Lashor were close friends.

1985 FILMATION POP ANIMATED SERIES
The typically silent Rattlor was a member of the Horde who was often paired with the snake-like companion Tung Lashor. The latter was able to translate when Rattlor communicated via his rattling tail, although on a few occasions, Rattlor demonstrated the ability of speech.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL
In contrast to his Filmation POP appearances, Rattlor was seen in the Filmation Christmas special working alongside Skeletor and his Evil Warriors.

[illegible] MARVEL STAR MOTU COMICS
In a departure from preceding canons, Rattlor appeared with Tung Lashor at King Hiss's side when the leader of the Snake Men was released from the [illegible]. Kobra Khan referred to him as "dumb." Rattlor kept his neck fully elongated at all times.

[illegible] UK MOTU COMIC MAGAZINES
In the UK comics, Rattlor was released from the Cosmic Pool with the other Snake Men. Loyal to King Hiss, he was bold, hot-tempered, and extremely fast. Though he could elongate his neck to attack opponents, he preferred using his extraordinarily strong tail in battle.

[illegible] GERMAN EHAPA MOTU COMICS
In this canon, Rattlor did not waste many words, instead preferring to attack with his quick strike head. He usually served King Hiss, but in his native he often allied himself with Skeletor or Hordak. Rattlor fought among their warriors as well.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
In the MYP animated series portrayal, Rattlor served as general of the Snake Men army and right-hand man to King Hiss. He was trapped with King Hiss for thousands of years in the Void. He was the first to escape the Void when Kobra Khan opened the portal. He later played a part in returning King Hiss to Eternia. A cunning strategist, he outmaneuvered the Masters of the Universe in an early confrontation. He escaped from a high-security Eternian prison designed to hold Snake Men. His authority was often challenged by Kobra Khan.

2008 MOTU CLASSICS
The Classics canon blended details from other media into a new portrayal of Rattlor, born Slithy of the Rattler House.

Rattlor was a loyal warrior to King Hssss during the Great Wars and Ultimate Battleground. He was banished into the Void by Zodak and the Council of Elders with the other Snake Men. Rattlor was the first to emerge some five thousand years later, when Kobra Khan and Evil-Lyn used the Snake Pit to free them. Eventually demoted by King Hssss in favor of Kobra Khan and feeling spurned, Rattlor defected to the Evil Horde, where he served as a general, using his rattling tail as a battle cry.

Rattlor fought in the Second Ultimate Battleground when the Horde and the Snake Men joined forces. He was ultimately destroyed alongside the other Snake Men when Orko cast the Spell of Separation.

[illegible] DC MOTU COMICS

The 2012 DC comics presented Rattlor in a manner radically different from other canons. Wounded on the battlefield, Rattlor was rescued by He-Man, and his injuries were tended to by the Royal Healer. Impressed by He-Man's strength and compassion, and knowing that King Hssss would consider compassion a weakness, Rattlor acknowledged He-Man as his king and fought with the Heroic Warriors.

Rattlor realized King Hssss had consumed Prince Adam. He confronted King Hssss and planned to expose him to his enemies. Rattlor was then burned to death by King Hssss's magic.

[illegible] DC COMICS

RAYNA

1983 FILMATION MOTU ANIMATED SERIES

On the advice of her wise grandfather, Rayna, daughter of Ramon, went to the Royal Family for help when the thorn-troll Plato cut off the water supply to her village, endangering her entire way of life. She bravely taught Plato what it meant to be good by saving him from drowning [illegible].

RECRUIT EVAN

AFFILIATION
Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Evan was an exceptional recruit to the Primus military, befriending Adam, constantly [illegible] and earning the praise of the Galactic Guardians. In reality, he was an undercover Mutant in the employ of Skeletor.

RED BEAST

[illegible] MOTU CLASSICS

Red Beast was a large, red-furred, bear-like warrior who fought in the Second Ultimate Battleground. Red Beast accompanied the members of King Randor's council, including Chief Carnivus and King Chooblah. He was also flanked by some of the Beast Men, suggesting that he had become their leader instead of Dygor, who fought against them in the battle.

RED KNIGHT

WEAPONRY
Lance

SPECIAL ABILITIES
Strength
Agility
Horsemanship

1985 FILMATION POP ANIMATED SERIES

Clad entirely in red armor, the Red Knight was a mysterious hero. His face was always hidden behind a visor. The knight rescued the Rebels from the Horde as they journeyed to a fair at Blackmoor Castle. At the fair the Red Knight defended Blackmoor Castle from the Horde as they attempted to capture Queen Angella. The Red Knight swore that his identity would only be revealed when Etheria was free of the Evil Horde. Angella thought something was familiar about the Red Knight but could not place his identity, which was never discovered.

RED SHADOW

AFFILIATIONS
King Grayskull's Masters of the Universe

WEAPONRY
Club
Spear

2008 MOTU CLASSICS
Red Shadow was one of King Grayskull's Masters of the Universe during the Great Wars and the First Ultimate Battleground. He preceded He-Man. At 4 hairy, beast-like warrior, Red Shadow wore a menacing metal mask and had a streak of scarlet fur that ran down his back.

RED SHAN

1987 GERMAN MOTU COMIC
The Red Shan murdered Hydron's family. Hydron continued searching for him to exact vengeance.

REIGAM

AFFILIATIONS
Magics from the Plains of Eternity

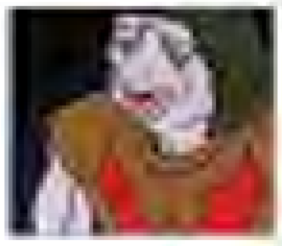
SPECIAL ABILITIES
Sorcery

1984 GERMAN MOTU AUDIO PLAY
Reigam was an evil mage from the Plains of Eternity. He joined forces with Skeletor to conquer the Royal Palace. Dressed in rags, he posed as an old beggar who'd fallen victim to the forces of evil. He gained the heroes' trust and tricked He-Man and Orko into going to the Plains of Eternity. During their absence, Reigam put all citizens of Eternia into a deep sleep so Skeletor and the Monsters of the Deep would be able to invade the city unopposed. When finally confronted, he attempted to transform Orko into an ape. Orko fended off the attack and, in turn, made Reigam vanish.

REPTA

AFFILIATIONS
Evil Horde

WEAPONRY
Bow



1985 FILMATION MOTU ANIMATED SERIES
Repta was one of three warriors sent by the Evil Horde upon their initial invasion of Eternia. With Ferros and Rattrap, he attacked the village where Teela had lived before she became the Sorceress. Repta was reptilian in appearance. He and his cohorts were banished as they could never adapt to the Horde.

REPTON CHANCELLOR

1990 FILMATION MOTU ANIMATED SERIES
Serving King Pythor, the Repton Chancellor brought many issues and his clients to his noble monarch's attention. Whereas King Pythor was fair, the Repton Chancellor was less forgiving and quick to assume the worst of people. He dressed in a long, elegant cloak with a high collar resembling a cobra's hood, signifying his importance in the kingdom.

REVOLTON

AFFILIATIONS
Android Bounty Hunters

WEAPONRY
Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Revolton was an old acquaintance of Artilla. He led a group of Android Bounty Hunters who worked for the mysterious being known as the Great One.

RIGOLO

1983 FILMATION MOTU ANIMATED SERIES
Rigolo was Madame Razz's friend who passed information to the Great Rebellion that led to the eventual discovery of the Rock People in Eternia's Valley of the Lost.

RIKK

1986 UK MOTU COMIC MAGAZINE
Rikk was a young boy who got into an argument with the Sneak Guys but was calmed down by Moss Man.

RIKKI

SPECIAL ABILITIES
Knowledge of animals and their behavior

1983 FILMATION MOTU ANIMATED SERIES
Rikki was a young boy who spent much of his time at the Animal Sanctuary, where his father, Dr. Stewart, worked. Though he tried to disassociate himself from the animals in order to have fun, Rikki eventually realized that his strong understanding of them was beneficial.

RIO BLAST

2013 MOTU CLASSICS
In Classics, Rio Blast's real name was Rokut Blast, the lone survivor of a group of explorers from Lunaflyx. He arrived on Eternia when the Masters of the Universe were renegades fighting to free their planet from the forces of Skeletor. Rio Blast remained on Eternia after the Evil Horde invaded, and he fought against them in the Second Ultimate Battleground. He-Man promised to help Rio Blast return to his home once Skeletor was defeated, although Rio Blast appeared on Eternia fighting alongside King He-Man during the Third Ultimate Battleground, many years after Skeletor's defeat.

[illegible]

2012 DC MOTU COMICS
The 2012 DC comics depicted a dark vision of a possible future where a corrupt and tyrannical He-Man ruled Eternia. In this vision, Rio Blast was part of the resistance; he was killed when he attempted to assassinate King He-Man.

ROBERT

1985 FILMATION POP ANIMATED SERIES
Robert was a rotund, elderly man from the village of Thenoor. He was the proprietor of a jewelry shop and repaired Queen Angella's damaged crown.

ROBERT THE TRAITOR

AFFILIATIONS
Eternian Royal Guard

1986 MOTU NEWSPAPER STRIPS
A former Eternian Royal Palace Guard, Robert was reviled by many after he betrayed his post and helped Skeletor orchestrate a terrible plot against the kingdom. When he was discovered and discharged from the Royal Guard, he became known as "Robert the Traitor." Unrepentant, he willingly entered into Hordak's service.

ROBO WOMAN

AFFILIATIONS
Defenders of Eternia

SPECIAL ABILITIES
Flight

2013 MOTU CLASSICS
Robo Woman was one of the Defenders of Trolla who guarded the Temple of Power against the Revenge Squad. Robo Woman flew using rockets mounted in her feet and served as the Defenders' lookout.

[illegible]

ROBO-FRIEND

SPECIAL ABILITIES
Shape transformation

1985 FILMATION POP ANIMATED SERIES
The Robo-Friend was Prince Jon's robotic companion. It was capable of transforming into a variety of shapes.

ROBOTO

Titles
[illegible]

Other Names
[illegible]

Affiliations
[illegible]

Weaponry
[illegible]

Special Abilities
[illegible]

[illegible] Filmation MOTU Animated Series

An explorer from the planet [illegible], where he'd resided with [illegible] "brothers and sisters," Roboto crashed onto Eternia. Man-At-Arms repaired him and brought him back from the brink of deactivation. Roboto was also able to eventually fight off the reprogramming Modulok [illegible] to wipe clean his memories.

Though kindhearted and a little naive, Roboto possessed tremendous physical power and could generate an electrical charge throughout his body for protection. He could scan any life forms, and he emitted a specific frequency that the heroes could track.

[illegible] MOTU Minicomics

The MOTU minicomics offered a dramatically different backstory for Roboto. Designed to be an [illegible] automaton by Man-At-Arms, Roboto possessed incredible strength, a laser gun, a laser axe, a mechanical claw, and a set of sensors to sense and identify approaching enemies. His mechanical heart was capable of human emotions and compassion, and it guided his personality and actions.

After Skeletor removed Roboto's head, [illegible] powerful robot loose on Eternia, nearly resulting in the loss of Castle Grayskull and the death of [illegible] Man-At-Arms. To prevent a repeat of such a disaster, the Sorceress cast a spell of protection over the deeply [illegible] Roboto's heart.

[illegible] Golden MOTU Books

In his Golden Books appearances, Roboto's computerized brain was incapable of understanding human activity or sorcery.

[illegible] German Interpart-Condor MOTU Comics

In the Interpart-Condor comics, Roboto could [illegible] laser blasts from both his hands in addition to swapping the right arm for a variety of weapons. When he was drained of energy, his thinking [illegible] slow and sluggish.

[illegible] UK MOTU Comic Magazines

The UK comics presented a very different characterization of Roboto. Roboto was a mechanical warrior who could feel no pain and was capable of solving the most complex problems with his computerized brain. His circuitry included [illegible], preventing him from [illegible], and [illegible] baffles protecting him from most forms of magic. When Viper Tower appeared, Roboto was able to link his circuitry to that of the tower and download all of its historical data. Roboto's machine nature gave him many advantages over his battle comrades, such as the inability to tire and immunity to the effects of the Slime Pit's ooze. He helped save the day on many occasions and was described as one of the most powerful members of the Heroic Warriors.

[illegible] German Ehapa MOTU Comics

In the Ehapa comics, Roboto was said to be the most powerful robot in the Universe and [illegible]. As an artificial being, he [illegible] when fighting against the forces of evil.

MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series provided yet another backstory for Roboto. Originally intended to be a chess opponent for Man-E-Faces' robot form, Roboto was built with a brain designed for strategic thinking and a desire to serve a more useful purpose. His fondest wish was to upgrade himself to a warrior form and apply his skills to a real battle instead of a mere game. After Teela recruited him away into the Royal Guard, Roboto built himself a larger, armored body, equipped with a retractable missile launcher and other weapons from Man-At-Arms' workshop. Inside he still was a backup Powercell that could power a Dragon Walker. After proving himself on the battlefield, he was accepted into the ranks of the Masters of the Universe. Initially he was plagued by a lack of confidence, but he was later able to overcome this by reexamining memory videos from inside his visor and taking the counsel of his battle-computer. Also, when bound by Snakemen, Roboto was able to emit electricity from his body to fend off the Snake Men. Out of all the heroes, Roboto formed the closest bond with Sy-Klone, and the two spent much time together.

MOTU CLASSICS

Though the Classics canon primarily blended elements from earlier depictions, it also noted that Roboto upgraded his armaments on a couple of separate occasions and participated in both the Second and Third Ultimate Battlegrounds.

Image courtesy of DC Comics

DC MOTU COMICS

The 2012 DC comics introduced the concept that Man-At-Arms had upgraded Roboto at least twice, once with technology acquired from the Horde, and again with technology from Earth. He could transform his arms into a Blaster of sorts for his fights. Man-At-Arms rebuilt him to be his spacecraft when they both journeyed into Eternia's orbit to dismantle the Horde's Orbital Disruptor. Roboto and Man-At-Arms were the first Eternians to see their planet from orbit. He later sacrificed himself to ensure Man-At-Arms returned to Eternia's surface safely. After the war with Hordak, Teela attempted to rebuild Roboto in honor of her father.

ROC

[illegible] COMIC MAGAZINES

Roc was a diminutive rock organism with eyes, arms, and legs, and he wore little boots. He was a young child from a tribe of Rock Creatures friendly with She-Ra. A brave soul, he went on a quest to obtain the Lava of Age, which would make him an adult Rock Creature. When he consumed [illegible] by She-Ra, [illegible] grew to adult size.

ROHAD

FILMATION MOTU ANIMATED SERIES

Man-At-Arms' teacher Rohad was a kindhearted old scientific genius. He conceptualized the Synergistic Time Machine and built it with a young Man-At-Arms. Rohad loved Man-At-Arms [illegible], due to his student's miscalculation, the machine malfunctioned. Later, after Rohad came close to death, He-Man saved his life by finding the rare plant that would cure his illness.

ROKKON

TITLES
Young Heroic Earthling
Boulder

AFFILIATIONS
Comet Warriors
Rock People
Heroic Warriors
Masters of the Universe
Great Rebellion

WEAPONRY
Laser

SPECIAL ABILITIES
Transformation into a comet
Traversing space
Flight
Super-strength
Emitting blinding light from armor

1983 MOTU MINICOMICS
In the minicomics, young Rokkon described himself as the boldest warrior among the Rock People. The Comet Warrior possessed the ability to fold his humanoid body into a comet, which could then safely blast through space. In his boulder form, Rokkon could also roll over opponents in order to prevent them from escaping. His rocky arms could deliver powerful blows to his enemies and deflect enemy fire.

While in rock form, Rokkon was nearly impervious to enemy attack. For example, Robo-Khan's gas did not work on Rokkon when he was in his transformed state. The rock form also served as a useful disguise for spying on enemies. Like other Rock People, Rokkon had body armor that could emit a brilliant, blinding light.

Rokkon's youthful exuberance and overconfidence sometimes got him into trouble with the older and wiser Stonedar.

1984 UK WORLD MOTU ANNUALS
Consistent with other portrayals, the *World* annuals further established that Rokkon traveled through space at light speed in comet form.

1984 GERMAN MOTU AUDIO PLAYS
In the German audio plays, contrary to other media, Rokkon and his father, Stonedar, intercepted a radio transmission from Skeletor and Hordak inviting the Dark Man to Eternia. The two Rocklings traveled to Eternia, where they warned the Masters of the Universe about the impending threat and joined them in their battle. It was their goal to discover the root of all evil, and since Skeletor and Hordak seemed to personify evil itself, they hoped that fighting them would lead to the realization of their goal.

1985 FILMATION POP ANIMATED SERIES
Members of the Rock People, Rokkon and his comrades, Granite and Stonedar, traveled through space in the form of comets. They arrived on Etheria and found themselves caught in the war between the Great Rebellion and the Horde. Though Rokkon possessed great physical strength, he chose not to engage in violence.

1986 MARVEL STAR MOTU COMICS
Departing from previous depictions, the young Rokkon in the Marvel comics was a brash Comet Warrior who would often get himself into trouble, endangering the lives of those around him. Stonedar, his mentor, tried to get him to accept his responsibilities. It was observed that both Rokkon and Orko shared many similar immature character traits.

1986 MOTU NEWSPAPER STRIPS
In the newspaper strips, Rokkon was established to be Granite's brother and Stonedar's son.

1986 UK MOTU COMIC MAGAZINES
The UK comics provided a different backstory of how Rokkon and Stonedar came to Eternia. When Hordak attacked their world in order to power a doomsday weapon he planned to unleash upon Eternia, Rokkon and his leader, Stonedar, traveled to Eternia to warn its inhabitants. They decided to stay and join the Heroic Warriors in the battle against the forces of evil.

1987 GERMAN EHAPA MOTU COMICS
The German Ehapa comics presented yet another origin for Rokkon and the Rock People. As they traveled through space in their comet forms, the Rock People's course was altered by Skeletor, causing them to crash on Eternia. Instead of blaming the Heroic Defenders as Skeletor had intended, they landed on Eternia and joined them in their battle. Rokkon was the second in command after Stonedar.

2013 MOTU CLASSICS

The Classics borrowed from earlier sources to construct a narrative of Rokkon's arrival on Eternia. Rokkon held a stable orbital patrol around his home planet until a light storm from Kolda World swirled him and other Comet Warriors hurtling through space. He and the people eventually arrived on Eternia. Rokkon's youthful enthusiasm drove him to quickly side with the Masters of the Universe against the forces of evil on Eternia.

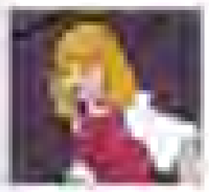
ROKCA

SPECIAL ABILITIES
Hovering

1986 UK MOTU COMIC MAGAZINE

Rokca was the strange sprout who ruled over the Birdlings, an alien race with advanced intelligence but limited physical ability. Rokca created a machine that mimicked He-Man's abilities in a bid to prevent a rebellion. The plot backfired, and Rokca was overthrown and sent to the Prisonstar.

ROSE



1983 FILMATION HE-MAN ANIMATED SERIES

Rose was Mara's young daughter. Brave and strong willed, she risked her life to save her home, the village of Pe? from the invading Space Pirates. Though soft spoken, she showed no fear.

ROSE GODDESS

1983 FILMATION HE-MAN ANIMATED SERIES

Long ago, the Rose Goddess climbed Rose Mountain each day, anticipating the return of her warrior husband. Her tears watered the ground where a single rose grew after her disappearance—the only living thing on the mountain. Many years later, Orko picked the rose for Dree Elle and reminded all the Rose Goddess what true love was.

ROTAR

OTHER NAMES
Rotor

TITLE
Heroic Master of Hyper Spin

WEAPONRY
Ball-and-chain arm

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Energy Zoids

SPECIAL ABILITIES
Spinning at high speed
Fists of fury

1987 MOTU MINICOMICS

The Heroic Warrior Rotar was originally a brave soldier who was tragically injured in battle, losing his legs and the lower half of his body. His life was saved when He-Man rushed him to Man-At-Arms, who put him into a device named the Gyro-Machine, intended for the creation of robot warriors. Rotar's body was fused with a spinning mechanical torso. Now the Master of Hyper-Spin, the cyborg warrior could travel at incredible speed. While Rotar appeared to accept his new situation, he sometimes suffered from a lack of self-esteem and wished to prove himself capable as a Heroic Warrior.

1987 (UK) MOTU MAGAZINE

Rotar was quite the "ladies' man" in the Ladybird Big Magazine. He tried to impress three Eternian girls who were infatuated with He-Man by approaching them and boasting that he was an "authentic hero made of flesh, bone, and metal." One of the girls remarked that Rotar seemed "pretty cute," though her friends weren't overly impressed with him.

2014 MOTU CLASSICS

While remaining consistent with his vintage portrayal, Rotar was also established as a former palace guard named Rotor, one of the Heroic Warriors who fought in the Second Ultimate Battleground. He destroyed his nemesis Twistoid in hand-to-hand combat.

ROYAL ASTRONOMER

1987 GERMAN HE-MAN MOTU COMICS
The Royal Astronomer was an elderly man with immense astronomical knowledge living at the Royal Palace. He determined that the meteors, which turned out to be the Black People, had changed course due to some evil force.

ROYAL GUIDE

SPECIAL ABILITIES
Knowledge of Eternian history

1983 FILMATION HE-MAN ANIMATED SERIES
The Royal Guide showed visitors around the Royal Palace of Eternia. He knew much about the history of the royal lineage and enjoyed discussing the paintings in the Hall of Kings.

ROYKA

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Royka and his colleague, Mokkan, were organizers of the Games—a series of challenges between the Mutants and the Galactic Guardians. He posed as a powerful alien lord but was actually a small [illegible]. He and Mokkan planned to [illegible]—the winners of the Games to their own private [illegible]. It was Royka who suggested choosing the Galactic Guardians and the Mutants as competitors, despite Mokkan's misgivings.

RUBADUD

OTHER NAMES
Rubadub

AFFILIATIONS
Slave People of Eternia

1983 [illegible]
Rubadud, sometimes referred to as "Rubadub," was the nephew of the famed wizard Tub and the brother of Dub. He lived in the village of Bluestone, located near the Orange Mountains.

SADIR

1986 UK HE-MAN COMIC MAGAZINE
Sadir was a merchant and leader of a convoy of desert travelers who traversed Eternia's Crimson Wastes. His tribe was under constant threat from the [illegible], with only the Crimson Fury to protect them. Despite the dangers he faced, Sadir was calm and brave.

SAGITAR

OTHER NAMES
Thurkull

AFFILIATIONS
Galactic Guardians
Warriors of Equinox

SPECIAL ABILITIES
Enhanced strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Sagitar was a powerful half horse, half human warrior from the planet Equinox. The Evil Mutant Slushhead had attacked and pillaged his planet, causing Sagitar to develop a deep loathing for him. The two remained bitter enemies. Sagitar saved the Galactic Guardians from Quakke in Primus City and was offered (and accepted) a place within their ranks. He became one of their most prominent and powerful members.

Sagitar was a strong and skilled combatant, usually fighting with his bare hands. He could gallop at incredible speeds, sometimes carrying He-Man into battle on his back. Despite his gruff demeanor, he was kind and compassionate. He had a liking for animals and was especially angered by anyone who mistreated them. His mate back on Equinox was [illegible]. On occasion, his nature took over, and he developed a strong impulse to return home and take part in a planetary run.

[illegible]

SALISTICAR

SPECIAL ABILITIES
Sorcery
Teleportation

1983 FILMATION HE-MAN ANIMATED SERIES
Salisticar was a sinister wizard who dwelled within the [illegible] Dimension. He would set obstacles before those who visited his world. Salisticar was [illegible] and became frustrated with any who got past his obstacles.

SANTAR

1983 FILMATION HE-MAN ANIMATED SERIES
Santar was [illegible] wicked sidekick who sought to end the reign of Chief [illegible] of the [illegible] Tribe. He poisoned the [illegible].

SARA

1985 FILMATION SHE-RA ANIMATED SERIES
Sara was one of two children who relayed information to the Great Rebellion about the Horde during its occupation of a northern Etherian village.

SARINDY

SPECIAL ABILITIES
Deductive reasoning

1986 MOTU NEWSPAPER STRIPS
Sarindy was a young girl who lived in an Eternian orphanage and moved about in a levitating chair. She had a sharp eye for details missed by others and superb deductive reasoning. She was close friends with He-Man, who considered her one of Eternia's greatest heroes.

SARYN

[illegible]

SAUROD

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

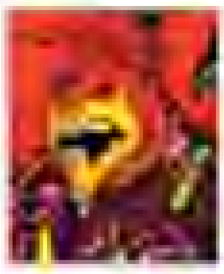
[illegible]

SATMA

[illegible]

SAW TOOTH

[illegible]



[illegible]

SCALES

[illegible]

SCARE GLOW

TITLES
Evil Ghost of Skeletor
Evil Ghost Serving Skeletor

OTHER NAMES
Karak Nul
Scareglow

AFFILIATION
Evil Warriors

WEAPONS
Scythe of Doom

SPECIAL SKILLS
[illegible]
Flight
[illegible]

1985 MOTU MINICOMICS
Scare Glow was an evil ghost summoned to Eternia from another dimension by Skeletor. Scare Glow initially refused to serve him and even threatened his would-be master. Skeletor put him in his place, assuring that he would not return him to his own realm until He-Man and the Heroic Warriors were defeated. Anyone who caught sight of Scare Glow's otherworldly glow was consumed by [illegible].

Though a ghost, Scare Glow apparently maintained a corporeal form, as he could be defeated in physical combat.

1986 MARVEL STAR MOTU COMICS
The Marvel Star comics presented Scare Glow very differently from other media. Portrayed as Skeletor's ghostly double, Scare Glow fooled the heroes into thinking he was the Lord of Destruction. He lured the heroes away from the Royal Palace and became instrumental in [illegible] capture.

1986 UK MOTU COMIC MAGAZINES
Offering yet another backstory, the UK comics depicted Scare Glow as a creature conjured by Skeletor in his own image from light energy. In daylight, Scare Glow was invisible to his enemies, allowing him to attack unseen; in the dark, he emitted an eerie spectral glow.

2002 MVCREATIONS MOTU COMICS
The MVCreations comics presented Scare Glow as the ruler of an alien dimension. Scare Glow's ability to instill fear manifested by forcing his enemies to face visions of their own worst fears. He attempted to use his powers on Skeletor, but Skeletor blasted him with his Havoc Staff and shouted that he had no fears. After Scare Glow was defeated by the Masters, he pleaded with Skeletor to be returned to where he came from. Skeletor ignored the request and declared him to be indebted to him. Scare Glow swore he would [illegible] Skeletor's fears and make him suffer.

2008 MOTU CLASSICS
The Classics canon presented a reimagined backstory for Scareglow. Karak Nul was a shifty bounty hunter obsessed with the legends of Castle Grayskull and the promise of becoming Master of the Universe. Craving the ultimate power, he spent his life attempting to breach the castle's enchanted walls. During his quest, he obtained a [illegible] containing a key to a secret entrance to the castle, but he never located the hidden keyhole. When he died, Karak Nul was cursed and sent to the Dimension of Infinity. There, he was eternally shunned for his crimes.

Years later, Skeletor summoned him as a Spirit of Light. Armed with a Scythe of Doom, Nul became Scareglow with the power to freeze his foes in fright. He fought in the Second Ultimate Battleground and was one of the few Evil Warriors to serve Skeletor's son, [illegible], in the Third Ultimate Battleground.

[illegible]

SCORPIA

TITLES
Stinging Horde Enforcer

OTHER NAMES
Lynda D'Ream

AFFILIATIONS
Evil Horde

WEAPONS
Crossbow

1985 FILMATION POP ANIMATED SERIES

From Scorpion Hill, her base of operations in Etheria's Crimson Waste, Scorpia loyally served the Horde with the pincers at her command. She was a product of Horde science, and it was implied that she had once been a normal human, independent and strong willed. Scorpia did not enjoy working with other members of the Horde, though she often had squads of Horde Troopers at her disposal. In juxtaposition to her cruel personality, a compliment could bring out her softer side.

Scorpia's pincers and thrashing tail were powerful weapons, and she used them both in battle and to capture her enemies. She was apparently high ranking enough to have her own Horde transport vehicle, the Scorpion Crawler. She was shown to have her own flying [illegible] mount at her base on Scorpion Hill.

1985 UK WORLDS POP [ANNUAL]

Unlike in her Filmation portrayal, Scorpia was a member of a race of half scorpion beings called, amusingly, the Scorpios. She possessed higher-than-average strength and agility, and the sting of her tail was poisonous.

2014 MOTU CLASSICS

Once known as Lynda D'Ream, Scorpia was a member of the Amazonian Scorpions on Etheria and the tyrannical ruler of the Crimson Waste Kingdom. Hordak's swift conquest of the kingdom of Bright Moon impressed Scorpia. She pledged her own domain to the Horde and served them as an enforcer. After years of helping the Horde oppress Etheria, Scorpia was one of the few Horde members who did not follow Hordak back to Eternia through the Laser Gate. Instead, she remained on Etheria, planning to conquer it herself.

2016 DC MOTU COMICS

In the 2016 DC comics, Scorpia was among those who returned to Eternia from Despondos with Hordak. She displayed a rivalry with Catra and developed a certain [illegible] for She-Ra upon learning she had once been Despara. She-Ra defeated Scorpia in combat and cut off the villain's tail.

SCOUT

AFFILIATIONS
Bibbets

SPECIAL ABILITIES
Tracking

1985 FILMATION POP ANIMATED SERIES

Scout was one of the Bibbets and possessed great tracking skills.

SCROLLOS

TITLES
Keeper of the Scrolls

WEAPONS
Scroll

SPECIAL ABILITIES
Omniscience
Living in the [illegible] Hyperspace

1986 UK MOTU COMIC MAGAZINES

Scrollos, the Keeper of the Scrolls, was tasked with chronicling all the battles between good and evil in the universe. Although he possessed infinite knowledge about Eternia, its history, its wars, and the heroes and villains who lived there, he never participated or intervened in its events himself. He merely observed from his secret space station, maintaining a record of every thing on his computer.

While his features were obscured in shadow for much of the series, he eventually revealed his face. Scrollos appeared human with a glowing star on his forehead and wore an eye-shaped brooch, perhaps representing his apparent omniscience.

2015 MOTU CLASSICS

In the Classics canon, Scrollos was a cosmic watcher and purveyor of knowledge about the universe and its inhabitants.

Scrollos [illegible] a number of letters full of questions from readers, breaking the fourth wall to speak directly to the audience. His appearance seemed to [illegible] a passing Cosmic Enforcer, suggesting that he existed outside the understanding of even the servants of the Overlords of the Timeless Dimension.

SEA HAWK

OTHER NAMES
Geoff Blitz

TITLE
Heroic Etherian Pirate

AFFILIATIONS
Great Rebellion

WEAPONRY
Laser Lance
Photon Cutlass
Impact Ring

SPECIAL ABILITIES
Leadership
Sailing
Swordsmanship

[illegible] FILMATION POP ANIMATED SERIES
Though his father, the famous pirate known as the Falcon, had fought against the Horde, the Sea Hawk pirated and delivered goods to the Horde in exchange for money. He claimed no allegiance to Hordak; Adora persuaded him that by working for the Horde, he had sold his own freedom.

After a change of heart, the Sea Hawk and the crew of his ship, the Solar Sailer, were among the Great Rebellion's most valuable allies. He was a strong-willed and loyal leader to the sailors who followed his orders without question. His primary flaw was a lust for gold that was often played for comedic effect.

When the Sea Hawk was reunited with his father, the Falcon gave him a number of new weapons to aid him in battle against the Horde. Among these was a laser lance that could cut through anything with its energy blade. When overheated, it could be [illegible]. The Falcon also bestowed his own ship, the great Solar Clipper, to his son.

The Sea Hawk and Adora shared a romantic relationship. Each retained one half of a locket which would glow when the other was in danger.

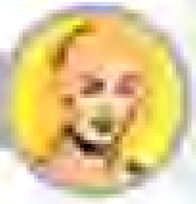
[illegible] MOTU CLASSICS
In Classics, Sea Hawk was also known as Captain Geoff Blitz. While he wasn't seen during the Second Ultimate Battleground alongside most other members of the Great Rebellion, he did appear fifteen years later on Eternia fighting in the Third Ultimate Battleground against the Unnamed One's forces.

SEER

SPECIAL ABILITIES
Great wisdom
Precognition

[illegible] POP MINICOMICS
A supernatural being, the Seer was both the voice of Etheria's distant past and the seer of its future. She manifested in the form of a golden, luminescent woman, referring to herself as "the Voice of the Unknown." She once appeared to She-Ra to guide her through a dangerous quest and offered her assistance. The Seer provided She-Ra with important information about the Map of Lights and warned her of grave danger ahead. To assist her in her journey, the Seer gave She-Ra a magic net.

[illegible]

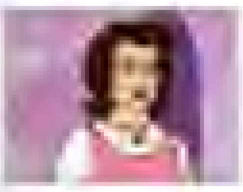


SEE ALSO: [illegible]

SENEX

[illegible] HE-MAN WORLD [illegible]
Senex was an elderly fisherman who lived in a fishing village by the sea. When he heard the song of the Mer-People again, he warned the younger fishermen of the dangers of their nightly fishing trips. The others ignored him and considered him a crazy old man. In his youth, he had been lured into deep waters by the Mer-People's song and saved from drowning by two of their number.

SERENA



[illegible] FILMATION POP ANIMATED SERIES
Serena was a kindhearted teacher at a northern Etherian school who taught Etherian history. She fought the Horde when they wanted to revise it by using their own textbooks.

SHADOW WEAVER

TITLES
Sorceress of Dark Magic

OTHER NAMES
Light Spinner
Beastra

AFFILIATIONS
Evil Horde

WEAPONRY
Wand
Spell book

SPECIAL ABILITIES
Sorcery
Shape shifting
Teleportation
Knowledge of the Ancient

1985 FILMATION POP ANIMATED SERIES

When the Horde invaded Etheria, Shadow Weaver was an apprentice to the great wizard Norwyn. She dressed in a pink medieval-style gown with a conical headdress and a veil that covered her face. Her true name was never revealed. Power hungry and impatient, she betrayed Etheria to the Horde in a bid for greater power and gave the empire a foothold during their invasion. Hordak granted her the power she craved, but she was disfigured in the process. She renamed herself Shadow Weaver and became Hordak's most trusted ally. Though she favored magic, it was Horde science which had provided her with her power, much to her chagrin.

For many years she helped Hordak raise Adora, maintaining a mind-control spell over the young princess that prevented her from questioning the Horde's actions. She held a grudge against both Norwyn and Castaspella. Shadow Weaver was not above betraying Hordak when her ideas were rejected.

She seemed to take pride in her disfigurement, as she once revealed her face to Bellam, Norwyn's ambitious new apprentice, in order to illustrate the sacrifices he would have to make in order to gain more power.

Shadow Weaver often used her magic to control or manipulate shadows. With her own nearly limitless power she could conjure spells of suggestion, shadow orbs to capture foes, blasts of energy, and illusions, and teleport herself or project her spirit into other places.

Although usually seen at the Fright Zone, Shadow Weaver used Beast Island as her personal base of operations within a large volcano. She was shown to have a henchman minion, who resembled a large humanoid rabbit, serving her at Horror Hall.

[illegible] GOLDEN POP BOOKS

In addition to her other powers, Shadow Weaver used tarot cards to divine the future in the Golden books.

[illegible] LADYBIRD POP BOOKS

Unlike other portrayals, Shadow Weaver made her home in Etheria's Forest of Fear in the Ladybird books.

[illegible] UK MOTU COMIC MAGAZINES

In a departure from earlier media, the UK comics depicted Shadow Weaver's murky origins. Described as Hordak's greatest ally, Shadow Weaver was originally a would-be sorceress named Light Spinner, who studied at Mystacor. Hordak taught her the evil ways of the Dark Force and used his knowledge to give Light Spinner a mixture of powers derived from both science and magic. When she was powerful enough to join the Horde, she changed her name to Shadow Weaver. Shadow Weaver's desire was to rule Etheria, as Hordak was attempting to conquer Eternia.

[illegible] UK POP COMIC MAGAZINES

Building on the aforementioned UK comics origin, Shadow Weaver began as Princess Light Spinner studying sorcery in Mystacor when the Horde invaded Etheria. Hordak convinced the impatient young sorceress that science could give her the power she craved without the years of toil. Using a machine, he infused Light Spinner with dark magic and siphoned from the heart of Etheria. Fearing that Hordak would take back her powers, the newly dubbed Shadow Weaver pledged herself to the Horde. She was highly feared by the other Horde members.

[illegible] MOTU CLASSICS

Combining portrayals from other canons, the Classics showed a different version of Shadow Weaver's past. Beastra, born in the kingdom of Mystacor, studied with Norwyn under the name Light Spinner until the arrival of the Horde. Seduced by Hordak's offer of great power, she betrayed Bright Moon and its surrounding kingdoms. Hordak used a magical gem to enhance Light Spinner's powers, but it also disfigured her physically and mentally. Becoming the witch Shadow Weaver, she betrayed all of Etheria and gave Hordak access to the hidden magical archives of Mystacor. Though serving the Horde leader, Shadow Weaver planned to eventually overthrow him and seize his power for herself. In

addition to raising Adora and keeping her spellbound, Shadow Weaver [illegible] Adora's Despara persona.

When Hordak's hold on the planet began to slip, Shadow Weaver [illegible] to Etheria.

[illegible]

2012 DC MOTU COMICS

The 2012 DC comics presented a somewhat different depiction of Shadow Weaver. When Hordak gave her the power she had sought, her body was transformed, and she lost the baby she was carrying. Wishing to be a mother, she seized the opportunity to raise Adora after she was kidnapped from King Randor and Queen Marlena. During Adora's childhood, Shadow Weaver allowed her to visit [illegible] as her "magic [illegible]" friend. Shadow Weaver had a complicated romantic relationship with Skeletor during his time with the Horde. Though loyal to Hordak, Shadow Weaver was willing to act against Hordak to protect those she loved. It was Shadow Weaver who secretly imbued her beloved Skeletor with a spell that granted him, upon coming in contact with his Havoc Staff's magic for the first time, a vision of his inevitable death at Hordak's hand. Skeletor consequently chose to rebel against Hordak and leave the Horde. Skeletor wanted Shadow Weaver to run away with him, but she chose to stay with Adora.

During a moment when Adora (known then on Etheria as Despara) was injured by a shot from Bow, Shadow Weaver used her magic to heal her injuries but also influenced her mind to erase [illegible] memories of her true self and past.

When, as Despara, Adora finally questioned Shadow Weaver about her past thanks to help from Zoar, Shadow Weaver revealed the princess's true heritage. Enraged, Hordak attempted to kill Adora. Shadow Weaver, in a final act as a loving mother, sent her from harm's way and perished in the process.

DISGUISES

PEASANT GIRL: [illegible]

1985 | Filmation POP Animated Series

SHADOW GIRL: [illegible]

1985 | Filmation POP Animated Series

THE WOOBLE: [illegible]

1985 | Filmation POP Animated Series

SHAKRA

AFFILIATIONS
Evil Horde
Great Rebellion

1985 FILMATION POP ANIMATED SERIES

Shakra was Adora's nanny as she grew up in the Fright Zone and was responsible, with Shadow Weaver, for Adora's upbringing. For a time after Adora's defection to the Great Rebellion, Shakra remained in Hordak's service, but she later defected herself and rekindled the close relationship they once had. Shakra's light blue pendant was a gift from Hordak; unbeknownst to her, when it glowed green it allowed him to spy on her activities in the Whispering Woods.

SHAMAN (I)

AFFILIATIONS
Insect People

1983 FILMATION MOTU ANIMATED SERIES

Shaman was the respected leader of the Insect People. Having never ventured into the world outside his underground kingdom, he was initially prejudiced against those unlike himself. Upon getting a glimpse of He-Man, having never seen a human before, Shaman found He-Man incredibly ugly.

SHAMAN (II)

AFFILIATIONS
Bibbles

SPECIAL ABILITIES
Limited magic

1985 FILMATION POP ANIMATED SERIES

Shaman was a prominent figure in the Bibble community, after succeeding [illegible] as the Bibble Elder. He used his limited magic to [illegible] his fellow Bibbles.

SHELANDOR

AFFILIATIONS
Aquatica

SPECIAL ABILITIES
Resistance to the Pearl of Power

1983 FILMATION MOTU ANIMATED SERIES

Chief adviser to Princess [illegible] of the city of Aquatica, Shelandor was the only person who could resist the control of the Pearl of Power when it fell into [illegible] hands. He wore a long regal robe.

SHE-RA

TITLES
Princess of Power
Most Powerful Woman in the Universe

OTHER NAMES
Adora
[illegible]

AFFILIATIONS
Great Rebellion
Princesses of Etheria

WEAPONS
Sword of Protection

SPECIAL ABILITIES
Superhuman strength
Healing
Telepathic communication with animals
Assorted magical abilities

[illegible] FILMATION POP ANIMATED SERIES

Imbued with the powers of Castle Grayskull, She-Ra broke Shadow Weaver's mind control spell cast upon her as Adora. When she learned of her history and destiny, She-Ra set out to right the wrongs committed by the Horde. As Adora, she was the leader of the Great Rebellion. As She-Ra, she was their greatest asset, enabling them to gain a foothold amid Hordak's dominance of Etheria.

Her primary powers included superhuman strength, healing, telepathic communication with animals and the ability to transform the Sword of Protection into almost any tool. She-Ra embodied all that Adora held true and dear, including a strong belief in the sanctity of life. She recognized that there were times when she could do more good as Adora and ensured the Rebels did not rely solely on her [illegible] to overcome every obstacle. She used her strength to solve problems only as a last resort, preferring peaceful solutions and compromises. She understood that quick solutions were usually only temporary ones, and that the fight for freedom would be a long and arduous battle.

She-Ra patrolled the skies over Etheria astride her winged unicorn Swift Wind, her closest friend and confidant. She also shared a special relationship with Light Hope. Though powerful, She-Ra occasionally struggled with [illegible] emotions. When she was bested by the [illegible], she struggled to accept the loss.

[illegible] POP MINICOMICS

In addition to the powers depicted in the Filmation series, She-Ra displayed an array of magical abilities in the POP minicomics. Among these were the power to turn a dragon into a butterfly with the snap of her fingers and the ability to speak underwater. Further, her sword possessed a range of powers, including restoring enchanted animals to their normal sizes, turning living creatures into [illegible], allowing her to float safely to the ground from great heights and [illegible] sea storms. In contrast to her Filmation portrayal, She-Ra did not employ superhuman strength in the minicomics. She-Ra also possessed a Bubble Blower weapon, which could form a defensive shield made up entirely of bubbles. Her Starburst Cape could open up to reveal a burst of glittering stars.

[illegible]

[illegible] LADYBIRD POP BOOKS

She-Ra lived in the mysterious Crystal Castle in the Ladybird books. In addition to her typical powers, she could project blasts of blue energy from her sword.

[illegible] GERMAN POP AUDIO PLAYS

In their portrayal of the Princess of Power, the German POP audio plays depicted She-Ra as the only Princess of Etheria who never fell for Catra's flattery, knowing that the cat lady could not be trusted. Though she demonstrated a romantic interest in [illegible] as Adora, as She-Ra, she showed no such infatuation. She would entertain friends and allies at her home in the Crystal Castle (sometimes called "the Crystal Palace").

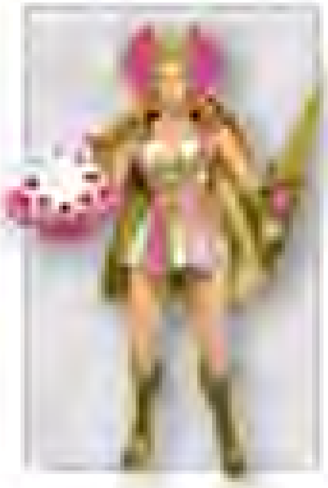
She-Ra's sword was the primary source of her power, allowing her to [illegible] her enemies and solve a wide variety of problems magically.

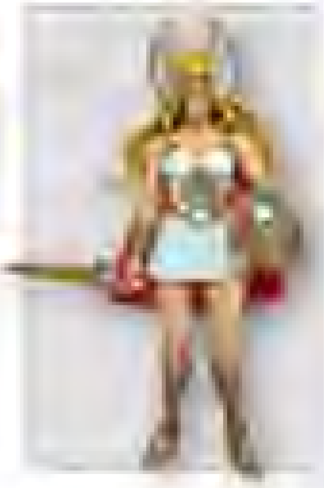
[illegible] UK POP COMIC MAGAZINES

The UK comics depicted different aspects of She-Ra's character. As a former member of the Horde, She-Ra would sometimes use her knowledge of Horde schemes to defeat her foes. She also [illegible] as the [illegible] She-Ra with her Starburst Cape and [illegible] to help her prevent Hordak from destroying Etheria.

[illegible] MOTU CLASSICS

Furthering She-Ra's story, the Classics canon [illegible] her later adventures. Losing his grip on Etheria, Hordak returned to Eternia through a Laser Gate, and She-Ra, with many of the Rebels at





her side. Afterward, [illegible] she joined the Renegade Masters of the Universe to fight Hordak and King Hsss in the Second Ultimate Battleground.

Shortly after Skeletor fled into space to conquer the Horde Empire, She-Ra left with He-Man to join the Galactic Protectors to defend against Skeletor and his army of Space Mutants. Eventually, the twins allied with Skeletor to bring down Horde Prime. During their battle with the Horde emperor, He-Man and Skeletor were transported to Trolla, leaving She-Ra to face him alone.

She-Ra broke the spell that had granted Horde Prime immortality [illegible] to preserve all life. As a result, Horde Prime's evil spirit seized possession of her. She-Ra disappeared, leaving the Horde Empire in ruin. While her brother searched for her after his defeat of Skeletor on Trolla, She-Ra assumed the evil warrior queen persona of Despara that she had invented while serving as Hordak's Force Captain. For many years, Despara remained out of view while He-Man searched for her. She claimed to have fought for her freedom in an arena for ten years, though she did not say who had kept her captive.

Despara allied with the Cosmic Enforcers to restore the balance of good and evil by resurrecting Skeletor as a mindless monster. Despara then leashed him like a pet and led an army of Skeletons back to Eternia to take over in Hordak's name. During the battle, King He-Man realized who Despara truly was. When he revealed that her desire for vengeance was misplaced and that Skeletor had killed Hordak, Despara decapitated her resurrected ally.

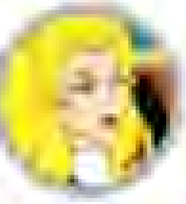
Upon seeing Clare wielding the Sword of Power, Despara attempted to seize it for herself, but the sword's magic stunned her and caused her own weapon to revert back to the Sword of Protection, partially restoring She-Ra's true self. Orko seized the opportunity to cast a Trollan Soul Capture Spell to extract Horde Prime's spirit and imprison it in a red gem, thus setting She-Ra free and eliminating Despara forever.

She-Ra later assumed the armor of the Royal Guard and took part in the Third Ultimate Battleground, where she fought alongside her family in defense of Eternia.

[illegible] DC MOTU COMICS

Unlike other portrayals, once Adora obtained the powers of Grayskull she transformed into She-Ra for the first time on the island of [illegible]. She-Ra then aided in the battle against Hordak's occupation of Eternia, rather than Etheria. The Sword of Protection had a red gem [illegible] as the Eyes of Grayskull. She destroyed the Eyes of Grayskull while He-Man battled Skeletor. With Eternia restored, She-Ra received an [illegible] of Grayskull, a blue gem that replaced the red gem in her sword, and she decided to take it to Etheria and find the Crystal Castle.

IMAGE COURTESY OF DC COMICS



[illegible]

SHEZAR

OTHER NAMES
[illegible]

WEAPONS
Polarion device
Black lightning

SPECIAL ABILITIES
Breathing underwater
Transforming into fish creature

[illegible] EDITORA ABRIL MOTU COMICS

A blue-scaled aquatic being, Shezar was the former princess of the planet Antar. She could swim at great speeds and breathe underwater. She was also able to transform herself into a monstrous fish creature, her primitive form, in which she had sharp teeth and powerful fins. Shezar's planet Antar had been destroyed during a great war. In search of a new planet to transform into an aquatic world, she kidnapped several Eternian women with the purpose of repopulating her species.

Shezar's craft, the Black Pearl, could emit paralyzing black sparks and a toxic vapor. Her spherical Polarion device could control people and sea creatures, project holograms, and blast black lightning.

SHIELD MAIDEN SHERRILYN

TITLES
Evil Warrior; Foe Clan Member

AFFILIATIONS
Fighting Foe Men
Evil Horde
Heroic Warriors

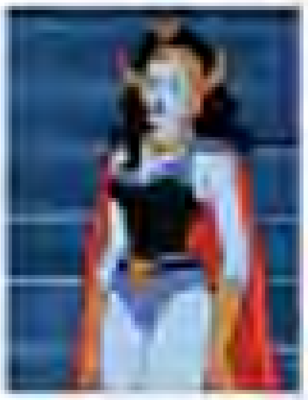
WEAPONS
Blaster

SPECIAL ABILITIES
Driving

2012 MOTU CLASSICS
Sherrilyn was one of the Fighting Foe Men, a group of renegade Eternian pirates who built war machines to conquer the Valley of Gnarl and terrorize the surrounding territories in the years following the Great Wars. Her transport was the all-terrain Battle Trak. When Vikor, the He-Man of the North, fought the Fighting Foe Men and trapped them in a glacier of [illegible]. Sherrilyn and her fellow pirates were frozen for thousands of years, until Hordak discovered and released them to bolster his forces in the Second Ultimate Battleground. Soon thereafter, Shield Maiden Sherrilyn and [illegible] suffered a [illegible] betrayal at the hands of the [illegible] Destroyer. This caused them to reexamine their ways, and the two eventually joined Randor's forces.

[illegible]

SHOKOTI



TITLES
Evil Witch of Eternia

SPECIAL ABILITIES
Sorcery

1985 FILMATION MOTU ANIMATED SERIES
A wicked sorceress from Eternia's past, Shokoti dwelled on the planet's Dark Side. She wanted to bring darkness to all of Eternia with the aid of the Creeping Blook. She also possessed powerful fire-based magic that was strongest within her temple, the House of Darkness.

2012 MOTU CLASSICS
The Classics canon provided some additional backstory. Shokoti was the most powerful and dangerous sorceress on Eternia's Dark Hemisphere. She planned to engulf the planet in total darkness. Her Gar kinsmen turned against her and trapped her in sunlight, weakening her powers. They buried her and her loyal companion beneath the Sands of Time in the House of Darkness.

[illegible]

SIBYLINE

WEAPONS
Wand

SPECIAL ABILITIES
Sorcery

1985 FILMATION MOTU ANIMATED SERIES
One of the most powerful and evil sorceresses on Eternia, the beautiful Sibyline, once friends with Evil-Lyn, helped the giant Gorgon overthrow King Darrion on the Isle of Tears. Eventually, her goodness prevailed and she defected to help restore King Darrion to the throne. Her sorcery rivaled even Evil-Lyn's.

SIGNIE

SPECIAL ABILITIES
Herbalism
Potion making
Sorcery

1984 UK WORLD MOTU ANNUALS
Signie was the greatest herbalist on Eternia and lived in a valley near the Needle Mountains. A skilled potion maker, she was renowned for her Potion of a Thousand Herbs and its curative properties.

SIGARD

WEAPONS
Reed whistle

SPECIAL ABILITIES
Sorcery
Charming animals
Potion making

1984 UK WORLD MOTU ANNUALS
Sigard traveled Eternia and was renowned for charming the animals of the forests with his reed whistle. A master maker of potions, Sigard could cure nearly any ailment.

SINESTRA

SPECIAL ABILITIES
Sorcery

1985 UK WORLD MOTU ANNUALS
A famous Etherian sorceress, Sinestra traveled in a ball of black smoke. She was one of the attendees at Queen Angella's Enchanted Eve celebration.

SIR LASER-LOT

TITLES
Heroic Knight of Grayskull

AFFILIATIONS
Masters of the Universe

WEAPONRY
Gem of Tamusdge
Laser Shield
Laser Mace

SPECIAL ABILITIES
Mastery of weapons and hand-to-hand combat
Enhanced strength
Projects energy blasts

2008 MOTU CLASSICS
The chivalrous Sir Laser-Lot was the mightiest of King Grayskull's knights on the continent of Preternia. A master of weapons and a skilled combatant, he wore a magical suit of armor powered by the Gem of Tamusdge, giving him enhanced strength and the ability to project blasts of energy. Sir Laser-Lot's legendary deeds inspired King He-Man to send his Time Agent, John Spector, to save him at the moment of his historical death and bring him to the future. Having fought in the First Ultimate Battleground, Sir Laser-Lot accepted his new role and became the new Man-At-Arms. He took the charge of training the next generation of Royal Guards and He-Man's young son Prince Dare with long-forgotten skills. Sir Laser-Lot fought in the Third Ultimate Battleground alongside the Masters of the Universe against the Unnamed One.

2012 DC MOTU COMICS
Sir Laser-Lot was one of King Grayskull's greatest knights. After Grayskull's death, Sir Laser-Lot lived with much guilt. It was revealed that the Gem of Tamusdge in his chest was made from the heart of a dragon and that it was the source of his great powers. The gem also kept Laser-Lot alive, and he would have perished without it.

Skeletor inadvertently transported Sir Laser-Lot into the future during an attempt to steal the Skull of Power from his guardianship. His fate remained a mystery, though his spectral form was seen when Skeletor summoned the spirits of the dead to fight He-Man.

[illegible]

SIR TAO

AFFILIATIONS
Magicians

1990 [illegible]
Sir Tao was a warrior among the Magicians. Brave and confident, he wore his medals upon his chest.

SKARLO

SPECIAL ABILITIES
Sorcery

1990 UK WORLD FOR [illegible]
Skarlo was an ancient wizard of Eternia who was exiled due to his troublesome ways. The forest glade where he lived became a swamp. It was rumored that the Chest of Secrets was [illegible] there.

SKELETEEN

AFFILIATIONS
Evil Warriors
Royal Family of Eternia

WEAPONRY
Havoc Staff

2009 MOTU CLASSICS
Skeleteen was the son born to Evil-Lyn and Prince Keldor, before the latter became Skeletor. Following Keldor's transformation, Evil-Lyn enlisted the help of the Time Agent Spector to transport Skeleteen to another time with the hope he would be safe from Skeletor. Years later, following her own defeat by the sorceress Teela, Evil-Lyn used the Cosmic Key to follow her son into the future. Skeleteen grew up to resemble his father, though his skin was more purple than blue. He wore a skull-shaped mask similar to his father's face.

After he freed the Unnamed One from the Nameless Dimension, Skeleteen helped him attack King He-Man and Enemy Castle Grayskull. When the Masters of the Universe escaped with the Sword of Power, the Unnamed One ordered Skeleteen to build him an army to help track it down. Skeleteen then returned to his mother in [illegible] of Doom, where they followed the Unnamed One's instructions but secretly plotted to betray him and seize Grayskull's power for themselves. When the Unnamed One was defeated in the Third Ultimate Battleground, Skeleteen swore that he would gain the upper hand against He-Ro [illegible] in the continuing war.

SKELETOR

MOTU MINICOMICS

DC MOTU MINICOMICS

DC MOTU COMICS

FILMATION MOTU ANIMATED SERIES

[illegible] KID STUFF MOTU RECORDS

[illegible] GOLDEN MOTU BOOKS

[illegible] MOTU MINICOMICS

[illegible] LADYBIRD MOTU BOOKS

[illegible] the Lord of Evil [illegible]

[illegible] Legion of [illegible] Warriors. When the Evil Horde and the Snake Men arrived on Eternia, both factions [illegible] under Skeletor.

Unlike in most other canons, Skeletor did not have any innate magical powers, though he did often find and use magical artifacts. [illegible] other dimensions. He was a master sword fighter, although he was no match for He-Man.

Skeletor's depiction in the German audio plays was darker than most. [illegible]

Eventually, Skeletor was [illegible] Evil Mutants and [illegible] to conquer the entire universe.

[illegible] Skeletor's [illegible] weapon of choice [illegible] He-Man's Battle Armor [illegible] Power Sword of Evil [illegible]

[illegible] ITALIAN MU MAGAZINES

In the Italian MU comics, Skeletor, the Lord of Evil, came from another dimension. [illegible] half of the Power Sword [illegible] other half, which was well protected within the mysterious Castle Grayskull. By combining both halves of the Power Sword, Skeletor would become invincible and overthrow Eternia. Despite his formidable magical abilities, deception was his true weapon of choice.

[illegible] UK WORLD MOTU ANNUALS

Skeletor was described as being one of the most evil creatures in the universe. [illegible] Castle Grayskull. [illegible]

Skeletor continued to use his magic sword and Havoc Staff [illegible] He-Man [illegible] Beast Man.

[illegible] GERMAN MOTU AUDIO PLAYS

The German audio plays provided a very different backstory for Skeletor, the Lord of Evil. [illegible] the giants [illegible] Skeletor. [illegible] Eternia [illegible]

[illegible] GERMAN INTERPART-CONDOR MOTU COMICS

While sharing some elements with the Filmation canon, the German Interpart-Condor comics provided yet another backstory for the Lord of Destruction. Banished from Eternia for unspecified reasons, Skeletor joined the Evil Horde, quickly becoming Hordak's favorite pupil. Eventually, he left the Horde to return to Eternia, [illegible] to conquer the planet and take vengeance for [illegible]

Portrayed as a rather more ruthless and bloodthirsty villain, Skeletor [illegible] Eternia's [illegible] Valley of Power [illegible]

[illegible] FILMATION POP ANIMATED SERIES

Expanding the characterization that had been established in the Filmation MOTU animated series, the POP series revealed that Skeletor was once Hordak's pupil and a member of the Evil Horde [illegible] Hordak [illegible] Snake Mountain.

When Hordak returned to Eternia, master and student continued their grudge. [illegible] He-Man and She-Ra. [illegible]

Skeletor continued to [illegible] Hordak [illegible] POP series [illegible]

[illegible] FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL

Continuing from the Filmation canon, Skeletor was depicted in the animated Christmas special serving Horde Prime. [illegible] Evil Horde [illegible] Horde Prime [illegible]

When Gadook's kidnapped two Earth children and a Marshlow puppy in an attempt to stop Christmas from reaching Eternia, the spirit of Christmas affected Skeletor's behavior and brought out his unseen softer side. He not only saved the bickering children but betrayed and attacked Horde Prime. He displayed an uncharacteristic smile while carrying the Marshlow puppy, Bizzy.

1986 MARVEL STAR MOTU COMICS

The Marvel Star comics began with Skeletor using his Terror Claws to enter Castle Grayskull while the Horde arrived on Eternia. Hordak gained the upper hand when Skeletor had a moment of doubt.

The final comics introduced an alternate timeline where Prince Adam lost his Power Sword in a temporal portal to the future. With no He-Man to oppose him, Skeletor conquered Eternia and ruled Eternia easily. He met his final fate when He-Man reappeared, and the two battled as Castle Grayskull fell on them.

1986 UK MOTU COMIC MAGAZINES

Skeletor was an intergalactic tyrant summoned by Horde Prime to the world of Academica, where Hordak taught him the ways of the Evil Horde. He proved to be a valuable asset, conquering many worlds by himself. Skeletor longed to enter the Dark Dimension and harness its forbidden powers. Believing the pupil had become too ambitious, Hordak engaged in a brief skirmish with Skeletor, after which Skeletor was deemed worthy to enter the Dark Dimension by Horde Prime. After spending some time there studying the black arts, Skeletor returned, determined to conquer the entire universe.

After banishing Hordak to a desolate moon, Skeletor was sent to Eternia by Horde Prime to destroy the Mystic Wall. He spent thousands of years focusing a concentrated beam of evil energy at the wall. On the day Prince Adam first transformed into He-Man, Castle Grayskull drew energy from the Mystic Wall, weakening it and allowing Skeletor to gain access to Eternia. After his first defeat by He-Man, Skeletor located an ancient evil fortress on Eternia, Snake Mountain, which he took as his own and later rebuilt to improve its defenses. From within his stronghold, Skeletor summoned spirits and demons, hoping to use their power to conquer his foes.

1986 UK TWINS OF POWER MAGAZINE

For a brief time, Skeletor was placed in charge of the Evil Horde by Horde Prime in the Twins of Power comic magazine. He succeeded in overpowering the Great Rebellion and remained one half of the Evil Sword. Although he was subservient to Horde Prime, he planned to eventually betray and overthrow him.

1987 MOTU FILM

The live-action film created an entirely new design for Skeletor. He wore a long, dark hooded robe that covered his body, along with intricate silver accessories and a mix of armor and technological equipment. His face displayed a white-skinned, skeletal appearance to give the actor freedom of facial expression while retaining the appearance of a skull.

In the film, Skeletor succeeded in conquering Eternia, taking Castle Grayskull, and capturing the Sorceress. He used powerful magic, and even carefully organized his own mission board. Skeletor believed his destiny was to take control of Castle Grayskull and transfer the power of the universe to himself. Skeletor forced a captured He-Man to witness his ascension to godhood, when the Great Eye of the Galaxy opened and he absorbed the power of the universe, turning into a warrior god covered in solid gold. Finally wielding the Power of Grayskull, Skeletor was threatened by He-Man when his adversary destroyed the Havoc Staff, returning him to his mortal form. In a final attempt to kill He-Man, Skeletor himself was thrown into the deep pits of Grayskull, and Eternia celebrated his defeat. In a hidden scene following the end credits, it was revealed that Skeletor had survived the fall and declared he would be back.

1987 GERMAN EHAPA MOTU COMICS

The Ehapa comics depicted Skeletor as one of the planet's most powerful sorcerers and displayed a three-way rivalry between himself, Hordak, and King Hiss for the throne of Eternia. Though he despised the others, Skeletor would team up with them when he saw a chance to conquer the planet.

1987 ITALIAN MAGIC BOY MAGAZINES

Skeletor showed a more sporting side in the Magic Boy magazines. In one instance, Evil-Lyn claimed that she could defeat He-Man if given the opportunity. Skeletor proposed a wager: if she defeated He-Man, she could take Skeletor's place as ruler of the Evil Warriors. However, if she lost, she would have to be Skeletor's maid for an entire month.

In later adventures, Skeletor went into the future after being severely injured by a direct blast of energy from He-Man's Power Sword. The villain healed himself by absorbing the great evil energies of Mister Nordon, which he claimed now ran through his veins. Skeletor's power upgrade infused him with bionic components, made him impervious to blasts from He-Man's sword, and allowed him to fire devastating energy beams from his eye sockets. Despite these newfound powers, Skeletor bitterly blamed He-Man for his

disfigurement underlined the fact that He-Man remained fully human while he became "a bizarre display of electronic cables and burned bones!"

Still desperately craving the Power of Grayskull, which was now housed in the Starship Eternia, Skeletor swiftly took command of Brakk and his Mutant army in a bid to claim the power for himself.

Skeletor was once nearly killed by Captain Dorian, who blew up Skeletor's shuttle pod; however, the villain, who was burned to a completely skeletal state, survived. Upon revealing that he'd survived the attack, the living skeleton intoned, "Nothing can kill me — because I am the walking dead." Skeletor later rebuilt his body and returned to plague He-Man and the Galactic Guardians.

1989 HE-MAN MINICOMICS

After Skeletor was badly injured in the explosive burst of power surrounding Prince Adam's transformation into He-Man, the villain boarded a shuttle pod aboard the Starship Eternia and escaped into the far future via a Laser Gate. In a desperate effort to heal his grave injuries, Skeletor enhanced his body with cybernetic parts. In addition to his bionic upgrade, Skeletor donned new armor and wielded a transformed version of his infamous Havoc Staff.

Skeletor later encountered Flogg, leader of the Mutants. Upon seeing Skeletor, the evil Flogg demanded that the skull-faced villain kneel before him. The Overlord of Evil did not allow Flogg to finish his sentence and hit the Mutant with a powerful blast from his Skull Staff. A humbled Flogg swiftly bowed his knee to his new master.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Ignoring the events set forth in the 1989 minicomics, the New Adventures of He-Man animated series set up the new futuristic setting in a different way. When Hydron and Flipshot travelled to Eternia's past seeking the hero of legend, Skeletor tricked his way into the future, and then resumed his plans to defeat He-Man and conquer the universe.

This animated Skeletor had eyeballs, and his skull face was more expressive than that of his previous animated incarnation. He engaged in more banter and manipulation than combat and violence.

Allying himself with Flogg and the Mutants, who were already in the midst of attempting to overthrow the Tri-Solar System, Skeletor served as Flogg's second in command. Taking advantage of Flogg's low intelligence, Skeletor often manipulated him. He forcefully proposed numerous schemes to Flogg but despised playing Flogg's lackey. Flogg was aware of who was really in charge and grew increasingly wary of Skeletor's antics as Skeletor slowly moved into a position of absolute power.

When the Mutants encountered the wizard Karatti, Skeletor was uncharacteristically frightened of someone more powerful than himself. Apologizing to the wizard, he made a quick escape, establishing that the pair already knew each other.

Not long after journeying to the future, Skeletor gained the powers of the crystal on Necrotus, and it was hinted that the crystals controlled Skeletor to some extent. He went through several incarnations during the New Adventures series to coincide with the toy versions.

At the end of the series, Skeletor and his ally Crita were banished into the depths of outer space.

2002 MIKE YOUNG PRODUCTIONS (MYP) ANIMATED SERIES

The MYP animated series drew upon the Keldor concept first introduced in the minicomic The Search for Keldor. His origins were hinted at and elaborated upon in several episodes. Years ago, Keldor was a blue-skinned warlord who attempted to conquer Eternia's Light Hemisphere by attacking the Hall of Wisdom. He took all of the Eternian Elders' power. During a battle at the Hall of Wisdom against Captain Randor, Keldor threw a vial of acid at his adversary, which Randor deflected back at Keldor himself, burning his face. Mortally wounded, he was taken by Evil-Lyn to a former sanctuary of the Horde, where Hordak, speaking to him from Despondos, saved his life and transformed him into Skeletor in exchange for future repayment.

Banished to the Dark Hemisphere and imprisoned by the Mystic Wall, Skeletor and his Evil Warriors toiled in Snake Mountain for almost sixteen years awaiting their chance to return. Eventually, Skeletor broke down the Mystic Wall and returned for revenge. He almost succeeded in killing King Randor before He-Man appeared and defeated him.

Though Skeletor's magic was primarily destructive in nature, he did have some restorative powers as well and used them to save the lives of some of his minions. He also displayed incredible speed, agility, and swordsmanship, wielding his twin-bladed sword in combat.

Upon Skeletor's return, he sought vengeance against the Council of Elders. He eventually realized Castle Grayskull held the power he sought. Attracted by the promises of wealth and power, many outcasts, mercenaries and villains were drawn into Skeletor's service, and he formed the Council of Evil to further his ambitions of conquering Eternia.

He tried on occasion to divide tribes and peoples for his own gain. He sought artifacts and ancient powers to increase his own abilities. He consumed Ambrosia from the Andreenids to increase his own powers, not realizing it was toxic. He later lost his essential powers to He-Man's hands when he took the Gorgony Stones from Beast Man. His own arrogance often caused his downfall.

Skeletor was once held to use in sword combat against He-Man and King Randor. For the first time ever, Skeletor battled He-Man to a draw.

As the series drew to a close, Skeletor was temporarily defeated by King Hiss and Zodak. Although his role was diminished toward the end of the series, Skeletor remained a deadly force to be reckoned with.

[illegible]

[illegible] MVCREATIONS MOTU COMICS

Filling in some gaps in the backstory presented by the MYP animated series, the MVCreations comics established that as Keldor, Skeletor had recruited many of his Evil Warriors before launching his fateful attack on the Hall of Wisdom. Further, he had traveled into Eternia's ancient past to obtain the Havoc Staff from the Faceless One and brought the Faceless One's daughter, Evil-Lyn, forward in time, though he did not raise her and they only met again many years later. A romantic relationship was implied between Keldor/Skeletor and Evil-Lyn.

[illegible] MOTU CLASSICS

Establishing yet another origin for Skeletor, the Classics canon blended elements from previous media with new concepts. Prince Keldor was the son of King Miro, half brother of Prince Randor, and rightful heir to the throne of Eternia, despite his controversial half-Gar and half-human heritage. The brothers completed a successful campaign during the Great Unrest, but a vengeful Count Marzo banished Miro to Despondos, leaving Eternia without a king. The citizens of Eternia, influenced by an outside force and long-held racism, would not accept the half-Gar prince as their ruler. When Randor found Keldor standing over the unconscious form of Randor's mother, the queen, and professing it had been an accident, he banished his brother from Eternia.

An outcast, Keldor wandered Eternia, dwelling on his brother's betrayal and the loss of his birthright. He acquired a double-bladed sword that could be split in two and used with one half in each hand. Drawn by a supernatural force, Keldor discovered Hordak's ancient temple, where the spirit of Hordak appeared and offered to teach him the dark arts. Although Hordak sent him to obtain the Havoc Staff from the Faceless One, Keldor decided he was not strong enough to leave Hordak's service and shape his own destiny. Keldor and Evil-Lyn, the Faceless One's adult daughter, then fell in love, and were secretly married.

After being mortally wounded in combat against his brother, Keldor was taken by Beast Man and Evil-Lyn back to Hordak's temple. Created by the Spirit of Hordak, Skeletor was born out of a merging of the wounded Prince Keldor and a ghostly demon from Despondos, Demo-Man. Assuming control of Keldor's body, Skeletor sought the throne of Eternia. The transformation obliterated Keldor's love for Evil-Lyn, which earned him her ire, although she still chose to remain with him.

Over many years, Skeletor fought to conquer Eternia and obtain the Power of Grayskull. He fought in the First and Second Ultimate Battlegrounds and successfully acquired the throne for a time, framing He-Man for the murder of King Randor.

During the Second Ultimate Battleground, Skeletor used a spell to drain Hordak's essence. With his life fading away, Hordak dealt a near-fatal blow to Skeletor, forcing him to absorb the Techno-Organic Virus from the Horde and transform into a cyborg infused with Hordak's power. He left the planet to command the Space Mutants, intent on conquering the Horde Empire and the whole of the universe.

Skeletor spent five years battling He-Man, She-Ra, and the Galactic Protectors until the devastating Battle of Trolla IV forced him to join forces with them against Horde Prime. During the battle, He-Man and Skeletor were transported by the Key Controller to Trolla. There, they fought what they believed was their final battle at the Temple of Power. Calling on the Power of Grayskull, He-Man at last broke the spell that had kept Skeletor alive, splitting him into the separate individuals of Keldor and Demo-Man. Before dying, Keldor wished his nephew well.

Later, a mindless Skeletor was reconstructed by the Cosmic Enforcers and the Horde

[illegible]

several versions of himself battling He-Man. Skeletor realized he would never defeat He-Man and sought to change his ways. First and [illegible], Skeletor convinced She-Ra to heal him and teamed up with her to travel to Despondos to search for a way to defeat Hordak and create a more favorable timeline for himself. Revealing his true nature, Skeletor betrayed She-Ra and manipulated her to release all the trapped souls.

When [illegible] the Horde, Skeletor was able to turn Hordak's power against him, killing the Horde leader. He later absorbed Hordak's powers through a [illegible] blood transfusion. Now the Master of Death, he was twelve feet tall and equipped with new armor. His hands [illegible] long [illegible] claws, his breastplate featured a ram's skull, and in its open mouth the energy of dead souls streamed in and out of his body.

Yet, with all this new power, Skeletor was still destined to fall at He-Man's hand. He was finally killed, but Evil-Lyn took his corpse back to Snake Mountain and the cave where his mother, [illegible], had [illegible]. There, in an enchanting pool of his mother's blood, Skeletor was resurrected into something Evil-Lyn could only describe as glorious.

DISGUISES

[illegible]: [illegible]

1983 | [illegible] MOTU [illegible]

[illegible]: [illegible]

1983 | [illegible] MOTU [illegible]

[illegible]: [illegible]

1987 | [illegible] Magazine

SKY HIGH

TITLES
[illegible] Adventures

OTHER NAMES
Dorid

AFFILIATIONS
Masters of the Universe

WEAPONRY
[illegible] staff

SPECIAL ABILITIES
Flying

[illegible] MOTU CLASSICS

Dorid, a former palace guard serving under [illegible], was Man-At-Arms' test pilot for his inventions. Cocky and brave, Dorid earned the nickname "Sky High" because of his willingness to push every test vehicle to its limits and helped upgrade ships like the Wind Raider and the Jet Sled for greater speed and smoother landings. He fought in the Second Ultimate Battleground, leading a squadron of [illegible] into battle against [illegible] and the [illegible] Strike Squad of King Hiss. Later, he flew a Jet Sled during the Third Ultimate Battleground.

[illegible]

SLAM-AR

SPECIAL ABILITIES
Brute strength

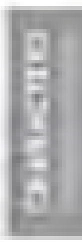
[illegible] UK POP COMIC MAGAZINES

Slam-Ar was one of a trio of bounty hunters led by [illegible]. He was [illegible].

SLARTI

[illegible] FILMATION POP ANIMATED SERIES

The small, balloon-like demon Slarti was the [illegible] servant and messenger of the evil wizard [illegible]. He possessed very little intelligence and often bore the wrath of his master.



CHARACTERS

SLAVEMASTER

WEAPONRY
[illegible]

1983 FILMATION MOTU ANIMATED SERIES

The Slavemaster was a [illegible] who traveled from planet to planet, overpowering his victims and enslaving them to mine precious minerals. Seated upon an armored hover [illegible] and relying on his robot henchman, [illegible], he had very little physical presence. He displayed few emotions and was driven by greed.

SLOB BOAR

AFFILIATIONS
[illegible]

2016 MOTU CLASSICS

The pig-like Slob Boar was one of the Evil Warriors assembled by Skeletor and Evil-Lyn on the [illegible] of [illegible]. He fought in the Third Ultimate Battleground with Skeletor's forces.

SLUDGEMAN

AFFILIATIONS
Evil Horde

1985 FILMATION SHE-RA ANIMATED SERIES

Sludgeman was a [illegible] captain of the Evil Horde who oversaw the [illegible]. His body was entirely made of sludge. He was unafraid to [illegible] his [illegible].

SLUSH HEAD

TITLES
[illegible]

OTHER NAMES
Kalamarr

AFFILIATIONS
Evil Mutants
[illegible]
[illegible]

WEAPONRY
[illegible]

SPECIAL ABILITIES
[illegible]

1986 [illegible]

From [illegible] Swamp came Kalamarr, a [illegible] Mutant who kept his head encased in a glass bubble filled with the foulest water from his homeland.

1987 [illegible] COMICS

The [illegible] comics presented an entirely different backstory and [illegible] Kalamarr. [illegible]

1990 [illegible]

As in other media, the slimy [illegible] Mutant called Slush Head was a follower of the evil Flogg in the [illegible]. His head was encased in a glass dome which was filled with [illegible] water which presumably came from his home, the [illegible] Swamp. Slush Head had mechanical tentacles attached to his body. The tentacles ended in [illegible] which could crush opponents and lift them into the air. Slush Head had an [illegible] relationship with fellow Mutant [illegible], and the two often [illegible] with each other. While Slush Head may not have been the most intelligent Mutant, he was a dangerous combatant.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

One of Flogg's top lieutenants, Slush Head was the captain of the Mutant Mothership. While a capable warrior, he was quite [illegible], often failing to understand Skeletor's schemes and [illegible] his orders. [illegible] Despite his low intelligence, he was fiercely loyal to Flogg and frequently served as the primary field commander.

Slush Head was not as ruthless as his fellow Mutants. He enjoyed comfort as [illegible] and would gleefully sing to himself as he [illegible] battle. He was engaged to another member of his species [illegible], and the two eventually married in a grand ceremony at the [illegible] Swamp.

Slush Head's weapon of choice was a [illegible] which also functioned as a [illegible]. He had two mechanical tentacles which he used in battle to grab or disarm his opponents.

2014 MOTU CLASSICS

The Classics canon added a little to Slush Head's backstory. Kalamarr [illegible] served time in the [illegible] space station throughout his youth. [illegible] he [illegible] the newly [illegible] Skeletor's promise of [illegible] against the Horde Empire and volunteered. Encasing his head in a glass dome filled with foul swamp water, Kalamarr earned the nickname "Slush Head."

SMEDGE

AFFILIATIONS
[illegible]

1985 FILMATION [illegible] ANIMATED SERIES

Chief guard of the [illegible], Smedge was [illegible] and simple minded. He became addicted to gambling during an encounter with the [illegible]

SNAKE FACE

TITLES
Elite Commander in the Snake Men Warriors

OTHER NAMES
Cylthis Sasaaran

WEAPONRY
Snake staff

AFFILIATIONS
Snake Men

SPECIAL ABILITIES
Gaze turns creatures to stone

1987 MOTU MINICOMICS
According to the minicomics, Snake Face was imprisoned by the Elders long ago in the Void alongside his fellow Snake Men. He was released when King Hiss combined his power with that of Viper Tower to summon both Snake Face and Sssqueeze from their imprisonment.

Other than King Hiss himself, Snake Face was perhaps the most monstrous and powerful of the Snake Men, for the heinous creature's gaze could turn men to stone. When confronted by an enemy, Snake Face underwent a grotesque change: small red snakes emerged from his eyes and neck. When the intended victim gazed upon the gruesome display, they were instantly turned to stone. Snake Face's allies, and even Snake Face himself, were not immune to the scary gaze. For example, if Snake Face looked at his own reflection, he would be turned to stone. He-Man's Sword of Power could deflect the effects of Snake Face's gaze. Gwildor also seemingly possessed magic to counteract the stony state of Snake Face's victims. He once used his Thaum Staff to release the Sorceress from Snake Face's rocky prison.

1988 UK WORLD MOTU ANNUALS
In the World annuals, Snake Face was portrayed as quiet and timid, but this impression was deceiving. He was one of the Snake Men's most skilled warriors, highly proficient with a variety of weapons.

1988 MARVEL STAR MOTU COMICS
In the Marvel Star comics Snake Face allied himself with Hordak and aided him in an attack on the Royal Palace. He used his abilities to transform everyone in the Royal Palace to stone. Snake Face was arrogant and felt no threat from any foe. Eventually he was turned to stone when the Sword of Power turned his abilities against him.

2003 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
When the Snake Men emerged, Snake Face used his special gorgon-like ability to turn Clawful, Whiplash, Tri-Klops, and Man-At-Arms to stone with his grotesque slimy snakes that emerged from his head, eyes, and mouth. Snake Face was later defeated by He-Man, who used the Sword of Power to reflect the villain's frightening gaze back on himself, turning him to stone. His petrified body was kept locked in an Eternian prison.

2011 MOTU CLASSICS
Snake Face was a minor training officer named Cylthis Sasaaran in the Serpent Army of the Unnamed One. The Great Black Wizard enchanted him with the power to turn his enemies to stone. An impressed King Hiss brought Snake Face into his inner circle as his lieutenant in command during the Great Wars against King Grayskull. Zodak and the Council of Elders trapped Snake Face and the other Snake Men inside the Void. They escaped five thousand years later with the help of Kobra Khan and Evil-Lyn.

Snake Face fought King Hiss's new enemies, the Masters of the Universe, and eventually joined forces with the Horde when they returned to Eternia. During their final conflict in the Second Ultimate Battleground, Snake Face fell in battle to Sauroid.

SNAKE GODDESS

AFFILIATIONS
Snake Men

[illegible] [illegible]
Arrogant and dismissive, the Medusa-like deity known as the Snake Goddess appeared when the Snake Men fought over the mystical Black Crystal of Power, which hatched from the Cosmic Egg and caused it to explode. The Snake Goddess informed them that the Black Crystal's power was coveted too soon and that they were not yet ready to use it because they were still driven by personal desire and hatred. She explained that another Cosmic Egg would rise fifty years later, and it would ensure the enslavement of humans and the Snake Men's dominance on Eternia. An infuriated He-Man commanded the Snake Goddess to return to her dark dimension forever, a command the Snake Goddess answered by finally vanishing.

SNOOB

AFFILIATIONS
Trollans

SPECIAL ABILITIES
Sorcery

1985 FILMATION MOTU ANIMATED SERIES
Snoob was an arrogant young wizard who wished to replace Montork as head of the Trollan Academy of Magic. Allying himself with Whiplash, Snoob briefly claimed the position but changed his ways after realizing that Whiplash had evil intentions. He had large eyebrows and a pronounced nose.

SNOUT SPOUT

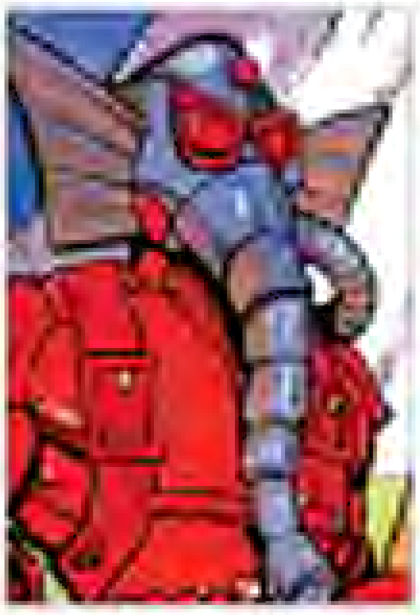
TITLES
Heroic Water-Blasting Firefighter

OTHER NAMES
Jason
Hose Nose

WEAPONS
Axe
Clamp

AFFILIATIONS
Heroic Warriors
Great Rebellion
Masters of the Universe
Eternians

SPECIAL ABILITIES
Spraying water from trunk
Immunity to snake venom
Mechanical engineering
Superhuman hearing



1986 MOTU MINICOMICS

Snout Spout was Eternia's brave and heroic firefighter. While he may have lacked self-esteem at times, he was a loyal friend with an amazing ability: Snout Spout could spray powerful water blasts from his mechanical trunk. He was even capable of spraying enough water to douse a massive magical storm created by Skeletor. When Snout Spout concentrated these water blasts, he could easily knock down the mightiest opponents to the ground in one shot.

Snout Spout's appearance was unusual in that he had a mechanical elephant head. His appearance was never explained in the minicomics, though it is likely that he was some manner of cyborg.

1986 UK WORLD MOTU ANNUALS

Building on his [illegible] origins as depicted in the UK comics, the World annuals stated that Snout Spout's best friend was Orko, who helped him train to be a firefighter.

1986 GERMAN MOTU AUDIO PLAYS

The German audio plays presented Snout Spout as a space traveling alien. He and his friend Extendar arrived on Eternia when their spacecraft crashed there. Mistaking He-Man's attempts to help as hostility, they fled the wreckage and came into contact with King Hiss and Skeletor, who tricked them into believing that He-Man was evil. After discovering the deception, the pair defected to the Heroic Warriors.

Snout Spout was immune to snake venom and proved to be a highly skilled technician, building a machine from the remains of his spacecraft to allow He-Man and others to enter the Hyperspace Dimension.

1985 FILMATION POP ANIMATED SERIES

Hose Nose was an ally of the Great Rebellion who lived by a river on Etheria. He stored water in canisters on his back and used the trunk of his elephant-like head to spray powerful water jets at anything or anyone in his path. At some point, Hose Nose befriended Prince Adam and relocated to Eternia, for he was seen on a later occasion visiting Etheria from Eternia alongside the prince. By this time, he was now using the name "Snout Spout."

[illegible]

1986 MARVEL STAR MOTU COMICS

Snout Spout was a former Eternian firefighter and one of the bravest Heroic Warriors. Using his trunk, he could fire water from the canisters located on his back. He also used his trunk to follow a scent, and he even could pick up noises from a great distance. He often teamed up with Rio Blast, and the pair fought side by side, verbally sparring with one another as they did. Snout Spout was not a fan of Rio Blast's breath after he had eaten a jalapeño pepper.

1986 UK MOTU COMIC MAGAZINES

The UK comics offered a tragic backstory for the heroic firefighter. Snout Spout was once a handsome Etherian peasant who was captured and experimented on by the Evil Horde. Now a strange-looking cyborg under Hordak's mind control, Snout Spout was intended to serve the Horde but managed to break free of the mind control and escape from the Fright Zone. He traveled to Eternia, where he joined the Heroic Warriors, determined to take revenge on Hordak and find a way of returning to his human form.

Snout Spout's lack of self-esteem and confidence was emphasized: he failed to acknowledge his own contributions to battles and felt ashamed of his strange

CHARACTERS

appearance, convinced that the other heroes were laughing at him behind his back. But his friends and battle comrades were quick to remind him of his true heroism and his importance to the Heroic Warriors.

Snout Spout was [illegible] environmental conditions to convert his water jets to ice or steam, which he would use for a variety of purposes. Some time after he joined the Heroic Warriors, Snout Spout's abilities were enhanced by modifications made to his metal head by Man-At-Arms. These enabled him to extend his trunk and use it as a weapon in itself and gave him the power of superhuman hearing.

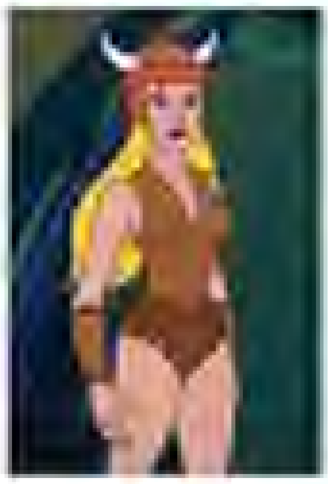
1987 GERMAN EHAPA MOTU COMICS
Snout Spout was originally a human who fell into Hordak's hands. The leader of the Evil Horde turned him into an elephant-headed warrior, but Snout Spout escaped and joined the Heroic Defenders. Although a good friend, Snout Spout suffered from what he saw as a disfigurement. His greatest wish was to become a normal-looking human again. His backpack contained water that he could shoot out of his large trunk. While Snout Spout could use the water as a powerful weapon and even control whether it was hot or cold, the water could also be consumed by thirsty allies.

[illegible] MOTU CLASSICS
The Classics canon added only a few different details to Snout Spout's character. Originally an Etherian athlete named Jaxton, he was captured by the Horde and put into Hordak's Experimentation Matrix along with Extendar and Dragstor. Snout Spout came to Eternia as part of Hordak's invading army, but he escaped and joined the Renegade Masters of the Universe opposing the Horde. He later fought alongside other Etherians against the Horde in the Second Ultimate Battleground.

SNOW QUEEN

1985 GOLDEN MOTU BOOKS
The Snow Queen ruled a kingdom in a frigid region of Eternia from her palace, the Crystal Castle (not to be confused with the Crystal Castle on Etheria).

SNOWFLAKE



SPECIAL ABILITIES
Creating freezing temperatures
Projecting blasts of ice

1984 FILMATION MOTU ANIMATED SERIES
The young and excitable daughter of the Ice Lord, Snowflake could create freezing temperatures. She could freeze objects, project blasts of ice, and traverse the land on ice slabs. She was weakened by warm temperatures and displayed bravery while being held captive by Skeletor.

SONGSTER

ACCESSORY	SPECIAL ABILITIES
Guitar axe	[illegible]

1987 POWER TOUR
Songster was a cosmic troubadour with a gift for song and storytelling. A walking encyclopedia of Eternian lore, Songster told tales of ancient legends through his music. He wore colorful, flamboyant garb and wielded a mystical instrument that served as both guitar and axe.

[illegible]

SORCERER OF EVIL

WEAPONRY	SPECIAL ABILITIES
Magic sword	Sorcery

1986 GERMAN MOTU AUDIO PLAYS
Originating from the world Darkplanet, the Sorcerer of Evil traveled to Eternia to assist in Skeletor's conquest, and together they orchestrated the siege of Castle Grayskull. He would have become invincible and his magic sword unbreakable once Eternia's sun had touched the horizon. When He-Man broke the Sorcerer's weapon, he was forced to leave Eternia for his own world.

SORCERESS

TITLES
Heroic Guardian of Castle Grayskull
Sorceress of Grayskull

OTHER NAMES
Teela-Na
The Goddess
Zoar
Teela

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Heroic [illegible]

WEAPONRY
Staff

SPECIAL ABILITIES
Sorcery
Transformation into a falcon at will
Telepathy

[illegible] MOTU MINICOMICS

A powerful and mysterious mage, the Sorceress first appeared to He-Man in the form of a green-skinned woman with a cobra headdress. When He-Man attempted to save her from an attack by an angry beast, she displayed great powers of her own. After the monster was defeated, she told He-Man that his strength and courage marked him as the legendary hero who would inherit the treasures she had guarded for years, including special armor, vehicles, and weaponry made by ancient scientists before the Great Wars. She instructed He-Man to use these things in defense of Castle Grayskull.

As a protector of the Sword of Power, the Sorceress used her powers to separate the two halves of the sword when they had been joined for evil purposes. Her mystical green glow matched that of the sword, implying a strong connection between herself and the weapon.

[illegible]

[illegible] DC MOTU MINICOMICS

In the second wave of minicomics, the Sorceress (frequently referred to as "the Goddess") was depicted as a Caucasian woman with a clear and direct connection to the magic of Castle Grayskull and the planet Eternia. When either was threatened, she would call upon He-Man to defend it. When not serving as Grayskull's sentinel, the Goddess enjoyed peaceful interludes communing with the creatures of her home in Eternia's forests. The Goddess wielded a great many powers and was known to match Skeletor in magical duels.

When Skeletor trapped the Goddess in a mystic web, he channeled her powers to create her [illegible] duplicate, whom he intended to raise to do his own bidding. The child was saved from Skeletor by Man-At-Arms, and the Goddess instructed him to raise the child as his own daughter. Man-At-Arms agreed to do so and named the child Teela (after the Goddess's real name). Many years later, following Teela's ascension to adulthood, Skeletor forced the Goddess and Teela to battle one another. To defeat Skeletor, the Goddess and Teela merged and became one single being. Following Skeletor's defeat, the Goddess quickly separated herself from Teela once again, declaring that the young woman had her own life to live.

[illegible]

[illegible] DC MOTU COMICS

In the 1982 DC comics, the Sorceress, referred to as "the Goddess," dwelled within the [illegible] of Power. She watched over Eternia and the two halves of the Sword of Power. She appeared to He-Man, provided instruction upon the tasks he was required to complete, and was aided by her falcon, Zoar.

[illegible] FILMATION MOTU ANIMATED SERIES

In a complete departure from the minicomics, the Filmation animated series presented a wholly different backstory for the Sorceress. The peasant girl Teela-Na was living in the peaceful village of [illegible] when the Horde invaded. Managing to escape, she made her way through the wastelands and sought Castle Grayskull, of which she'd been told by an elderly villager. When at last she found the castle, the current Sorceress, [illegible], offered Teela-Na the power to defend her village in exchange for replacing her as Grayskull's guardian. In this role, Teela-Na would also be required to watch over the Swords of Power and Protection until they were claimed.

Teela-Na accepted the terms and was transformed into the Sorceress, gaining the ability to shape shift into the falcon Zoar. With her new powers, the Sorceress successfully repelled the Evil Horde.

Years later, after her husband was killed in battle defending Eternia, the Sorceress gave birth to her daughter, Teela. Unable to look after her child while faced with the responsibility of guarding Grayskull, she asked Man-At-Arms to raise Teela as his own. Though parted from Teela, who was unaware of her heritage, the Sorceress shared a special bond with her and was able to reach out to her telepathically from time to time.

Generous and kind, the Sorceress protected the people of Eternia and the secrets of Grayskull loyally, asking for nothing in return. She resided within the castle alone, save for the Spirit of Grayskull, who acted as her occasional confidant.

Tremendously powerful, the Sorceress could cast spells, project blasts of

energy, communicate telepathically, create dimensional gates, teleport, and transform into the falcon Zoar, in the form of which she could leave the castle to warn the other heroes of impending danger. Only a select few knew that she and the falcon were one and the same. To maintain her human form outside of the castle, she could use the Crystal of Alfenor, but her sorcery was strongest within the walls of Castle Grayskull.

The Sorceress was extremely familiar with Eternia's history and with the ancients. She fashioned He-Man's harness from Gwildor.

[illegible] MOTU MINICOMICS

Though largely consistent with the portrayal presented in the Filmation series, the later minicomics "established" that the return of the Three Towers allowed the Sorceress to leave Castle Grayskull in human form. She no longer needed to transform into Zoar.

[illegible] KID STUFF MOTU RECORDS

Similar to the earliest minicomics, the Kid Stuff records portrayed the Sorceress as a beautiful woman with snake-shaped armor and staff. She appeared to the Council of Elders at the Hall of Wisdom in Eternia's distant past, warning them of Skeletor's eventual arrival on Eternia. She also foretold He-Man's appearance to defend against the forces of evil and prompted the council to transform the Hall of Wisdom into the frightening Castle Grayskull. Centuries later, she would be serving her traditional role as the guardian of Grayskull.

[illegible] GOLDEN MOTU BOOKS

The Golden books' depiction of the Sorceress added a few additional details: it was she who presented Prince Adam with the Sword of Power, allowing him to transform into He-Man. From within the walls of Castle Grayskull, she could use the Mystic Pool or Eye of Eternia to see what evil was taking place on the planet.

[illegible] UK WORLD MOTU ANNUALS

The World annuals' depiction of the Sorceress was mostly consistent with that of her Filmation characterization. Here, however, she started out resembling Teela in snake-shaped armor and carrying a spear-like magical staff. Eventually, she would be redesigned with the familiar bird-like costume.

[illegible] GERMAN MOTU AUDIO PLAYS

In the German audio plays, unlike other canons, the Sorceress was named Zoar, whether in her eagle form or not, and was also referred to as the Spirit of Grayskull. When communicating with He-Man and the other heroes, she rarely spoke plainly, instead giving them hints and clues and leaving the heroes to decipher her meaning. She originally appeared as a skull flanked by spearheads and surrounded by red mist, and only showed her face in a cloud when visited in her throne room. Later, she took on her true form as a beautiful woman. When in her eagle form, she retained her magic powers.

[illegible] GERMAN INTERPART CONDOR MOTU COMICS

The Sorceress would alert Prince Adam to danger with telepathic messages that occasionally gave him tremendous headaches in the Condor version. As an eagle (not a falcon), the Sorceress could only communicate with He-Man.

[illegible] FILMATION POP ANIMATED SERIES

Building on her characterization in the Filmation MOTU series, the Sorceress assigned Prince Adam the task of finding Adora and giving her the Sword of Protection to become She-Ra, Etheria's freedom fighter. Later, she served as a point of contact between the worlds of Eternia and Etheria. She could sense events that were unfolding on Etheria and occasionally sent aid to She-Ra and the Rebels.

[illegible] MARVEL STAR MOTU COMICS

The Marvel Star comics presented an alternate timeline without He-Man, in which the Sorceress was imprisoned

in Snake Mountain for thirty years. When she was finally freed by Prince Adam, she sacrificed her life to give him a chance to escape.

1986 MOTU NEWSPAPER STRIPS

The newspaper strips presented additional history for the Sorceress and the responsibilities she held. Since its creation eons ago, many had served as guardian of Castle Grayskull. Teela Na was fifteen years old when she first took the sacred oath to assume the mantle of Sorceress. She was required to renew this vow every five years at the full moon. Any who renewed the vow faithfully would be uninhibited by the Power of Grayskull.

1985 UK MOTU COMIC MAGAZINES

In a variation from earlier depictions, the Sorceress's husband was killed during the Great Clone Wars in the UK comics. Shortly after giving birth to their daughter Teela, she was chosen by the Elders of Eternia as the guardian of Castle Grayskull, and the Elders imbued her with great magical power, transforming her into the Sorceress. Unable to look after Teela, given the importance of her duties at Grayskull, the Sorceress gave her baby to her late husband's closest friend and battle comrade, Man-At-Arms, instructing him to raise Teela as his own daughter.

In addition to summoning Prince Adam to Grayskull to become He-Man, the Sorceress granted him the power of the Thunder Punch and the ability to transform Cringer into Battle Cat. Using the dimensional portals within Grayskull, she would often travel to other planets on important missions for the Elders, and at these times would leave Grayskull to be guarded by He-Man and his comrades.

1986 UK TWINS OF POWER MAGAZINE

The UK Sons of Power comics established a link between the guardians of Castle Grayskull and the Crystal Castle. When her powers dwindled, Light Hope contacted the Sorceress and asked her to relay a message to She-Ra.

1985 GERMAN EHAPA MOTU COMICS

Consistent with the UK comics, the German Ehapa comics showed that the Sorceress was in ongoing conflict with the Council of Elders, discussing the fate of Eternia.

1989 HE-MAN MINICOMICS

Continuing the Sorceress's story from earlier media, the He-Man minicomics saw her donning a futuristic silver costume and helmet when He-Man traveled to the future on the Starship Eternia. Though she did not physically accompany him, the Sorceress remained in telepathic contact with He-Man in the future.

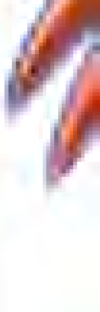
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Continuing her portrayal from earlier media and largely disregarding the 1989 minicomics, the New Adventures series depicted the Sorceress instructing He-Man on the powers of the good and the ways of the magic. She communicated with He-Man telepathically and often spoke in riddles, causing He-Man to think more deeply about his actions. She only occasionally demonstrated her sorcery. She sent Teela to visit He-Man on Primus.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series offered a slightly modified account of the Sorceress's history. Her duty as guardian of Grayskull had been passed down for an eon from one guardian to another, starting from Veena, the original Sorceress. While defending a Reliezean village from Prahvus, she fell in love with an injured ancestor soldier in her care and conceived Teela. Later, working with Man-At-Arms she helped construct the Mystic Wall, trapping Skeletor and his forces on Eternia's Dark Hemisphere.

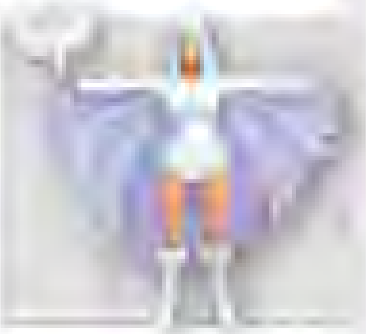
When her daughter Teela was injured, the Sorceress gave her a blood transfusion that temporarily granted Teela psychic powers. The Sorceress was worried this ability could permit her daughter to discover the secret of her



patronage. In defense of Castle Grayskull, the Sorceress had to occasionally tap into the power of the Elders hidden deep below it, allowing her to erect magical barriers and to strike at intruders.

[illegible] MOTU CLASSICS

The Classics Line blended core concepts from earlier canons and added new details of its own. Teela Na's tenure as Sorceress proved to be the most challenging as she oversaw the birth of the prophesied Twins of Power and the rise of Skeletor. Under orders by the Guardians of Trolla and the guidance of the Spirit of Grayskull, she commissioned Oo-Larr to retrieve both halves of the Sword of Power and reunite them, allowing her to cast a difficult cloaking spell. Light Hope fused the mystic Sword of Protection with the United Sword of Power, and the Sorceress remained the custodian of the secrets until they were needed.



Years later, when King Hiss poisoned her with his venom, the Sorceress knew her time as guardian was coming to an end. Her magic let her resist the venom for a time, during which she revealed herself to Teela and prepared her daughter at the Elders' training rituals on Eternia's sacreds to take on her role as the next Sorceress of Grayskull.

[illegible] DC MOTU COMICS

The 2012 DC comics provided a backstory on the Sorceress's Lackberry and life, as vessels of the goddess Zoar. Teela's life was part of Queen Veena's order during King Grayskull's time a thousand years ago. When Skeletor conquered Castle Grayskull and manipulated the memory of the Masters of the Universe, the Sorceress was held prisoner by Skeletor. She tapped into Skeletor's mind and communicated with Adam and Teela, leading them back from their false reality. Once Skeletor discovered her scheme, he murdered her by snapping her neck. Becoming one with the Grayskull, the Sorceress guided Teela to her own destiny as the new Sorceress.

[illegible]

SORTECH

WEAPON(S)
Ergon

SPECIAL ABILITIES
Inventing
Teleportation
Holographic projection
Disabling nonmagical technology

[illegible] 2002 FILMATION / MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

One of the most brilliant scientists hundreds of years ago on Eternia, Sortech invented a device that produced unlimited energy. The device, called the Ergon, was stolen and used to power an army of evil machines. When the device exploded, Sortech was left crippled and near death. He used the device to preserve his life, requiring his body to be outfitted with an array of technologies that drastically altered his appearance. These events led Sortech to develop a mistrust of others, and he chose to become a recluse in the facility that housed the Ergon, surrounded by the ruins of the Great Unrest.

Using the Ergon, Sortech could disable any nonmagical devices over great distances. He could create sophisticated pieces of technology out of thin air and teleport them anywhere. Generating a hologram of his face at any location, Sortech could communicate with others from afar. He disrupted all the technology of Eternia and coerced He-Man and his allies to him in order to assist him in repairing the damaged Ergon. After He-Man saved him, Sortech restored the use of technology and said he would consider rejoining civilization on Eternia.

[illegible]

SPEEDER

AFFILIATION
Great Rebellion
Twiggets

[illegible] UK WORLD POP ANNUALS

Speeder was a Twigget who lived in a village in Twiggets' Valley. He was engaged to marry Spool, another Twigget.

SPIKOR

TITLES
Armored Action Master of Evil Combat

OTHER NAMES
Kleffton

AFFILIATIONS
Evil Warriors
Demons of Evil

WEAPONS
Trident arm
Mace
Spike shoulder armor
Spike smash fist

SPECIAL ABILITIES
Blacksmithing
Superhuman strength

1985 FILMATION MOTU ANIMATED SERIES

Although visually threatening, Spikor was depicted as a bumbling fool in the Filmation MOTU series. His protracted way of speaking, subpar intelligence, naivety, arrogance and childlike behavior made him far more comical than most of the other Evil Warriors.

Spikor occasionally sported a trident on his right arm, but it was never used in battle. Despite his total incompetence, he believed himself to be the greatest of Skeletor's warriors.

1985 MOTU MINICOMICS

In contrast to Filmation's portrayal, the minicomics depicted Spikor as a dangerous adversary and capable blacksmith who forged Skeletor's Terror Claws. He could attach various tools or weapons to his right arm, including a trident and a hammer. The purple fiend's head and body were covered in sharp spikes.

[illegible]

1986 GERMAN INTERPART/CONDOR MOTU COMICS

Largely consistent with his Filmation portrayal, the Condor comics showed Spikor frequently paired with Stinkor, as his fellow Evil Warrior's stench did not faze him.

1986 MOTU NEWSPAPER STRIPS

In the newspaper strips, Spikor was shown to have the ability to shoot his spikes from his body toward foes.

1986 UK MOTU COMIC MAGAZINES

Spikor made sporadic and uneventful appearances in the UK comics. Unlike his cartoon persona, he turned to a dark side when Skeletor tested the Talisman of Sight on him, temporarily blinding Spikor. Spikor promised himself that if Skeletor were to try that again, he would find one of his spikes in his back. Spikor memorably interrupted a game of kickball and was defeated by a group of children and Mekaneck. Despite the physical advantage his spikes supposedly gave him, he was shown to be [illegible] cowardly, not afraid to fight alone, and quick to find out Skeletor's schemes.

1987 ITALIAN MAGIC BOY MAGAZINES

Spikor displayed duplicitous intelligence and a sadistic side in the Italian Magic Boy magazines. He claimed that he enjoyed watching Teela suffer, and when he was trapped in a cave with He-Man, he pretended to betray Skeletor, only to turn on He-Man when they finally escaped.

2009 MOTU CLASSICS

Spikor was originally a blacksmith named Kleffton from the Eternian village of Nordling when he attempted to steal a sacred sword from Nordling's high priests. As punishment for his crime, they fused him with an enchanted suit of spiked armor and a mystical trident before banishing him. As an outcast, he wandered Eternia and came to the Sands of Time, where Skeletor discovered him and recognized his natural talent for forging weapons. Renamed "Spikor," Kleffton joined Skeletor's forces as chief weapons maker and created diabolical instruments of war. Spikor fought alongside Skeletor in the Second Ultimate Battleground and fifteen years later, alongside Skeletor in the Third Ultimate Battleground.

SPINNERELLA

ROLE
[illegible] Defender

OTHER NAMES
Cynthia

AFFILIATIONS
Great Rebellion

SPECIAL ABILITIES
[illegible]

1985 FILMATION POP ANIMATED SERIES
Spinnerella first came to Bright Moon while on holiday with her close friend, Netossa. When Netossa was kidnapped, Spinnerella used her ability to create a spinning whirlwind during her attempts to find her.

1985 POP MINICOMICS
In the minicomics, Spinnerella's demeanor was giggly and lighthearted, belying the fact that she could cut a dizzying swath through several foes at once by using her spinning power to create a whirlwind effect. Even a battalion of Horde Troopers was no match for Spinnerella when she used her spinning ability.

2013 MOTU CLASSICS
The Classics canon established that Cynthia, better known as Spinnerella, served as a messenger for the Great Rebellion. Her travels as a whirlwind woman frequently left her feeling flighty and disoriented.

SPINWIT

OTHER NAMES
Tornado

WEAPONRY
Blaster

AFFILIATIONS
Galactic Guardians

SPECIAL ABILITIES
Creating tornadoes

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Spinwit was one of the Galactic Guardians' latest recruits. He joined the team volunteering for a potentially one-way mission to stop a spacecraft from crashing into Primus and releasing deadly [illegible] Gas.

Cocky, Spinwit was constantly wisecracking and exaggerating his own abilities. He had two metal wings that he could spin at speeds fast enough to create a controlled tornado or even to redirect laser blasts. His wings were later upgraded with boosters created by Alcor and Gepple, which gave him increased power.

SPIRIT OF EVIL

SPECIAL ABILITIES
Sorcery
Shapeshifting

1983 FILMATION MOTU ANIMATED SERIES
The Spirit of Evil embodied all evil in the universe and was among the most powerful of all spirits to manifest on Eternia. Served by its reptile-like minion Lokus, the Spirit of Evil appeared as a fiery creature in an effort to acquire the soul of Mellok, the Wizard of Stone Mountain. The spirit fought He-Man to a draw before being defeated by the power of love displayed by Mellok's assistant Kasyn when she offered her own soul to save his.

SPIRIT OF GRAYSKULL

OTHER NAMES
Spirit of the Castle
Spirit of Castle Grayskull

SPECIAL ABILITIES
Wisdom
Future knowledge
Telepathy

FROM THE SPIRIT OF THE [illegible] (1983) MINICOMIC

1983 MOTU MINICOMICS
The mysterious being known as the Spirit of the Castle manifested itself in the form of a large, ominous skull which floated above Castle Grayskull. Although the Spirit appeared ominous and spoke in a chilling voice, it was actually good and sometimes offered direction to the heroes of Eternia. The entity appeared to be very wise and could foretell events that had not yet passed. For instance, the Spirit informed Teela that she would eventually become the guardian of Castle Grayskull. The Spirit of Grayskull was also aware that He-Man was destined to one day become the true king of Castle Grayskull. While the Spirit's origins were unknown, the being was tied directly to Castle Grayskull itself and had been known to refer to the castle's mysteries as "my secrets." The Spirit also sometimes rewarded the Heroic Warriors for their bravery. [illegible]

1983 FILMATION MOTU ANIMATED SERIES
In contrast to the minicomics, the Spirit of Grayskull depicted in the Filmation MOTU series could manifest nearly anywhere as a large, ghostly head. It communicated with those outside the castle via telepathy and could conjure illusions.

[illegible] ITALIAN (FD) MAGAZINES
The Spirit of Castle Grayskull was the untouchable and unassailable presence that gave life to Castle Grayskull. He was the supreme guardian of one half of the Power Sword, and he defended it with a thousand traps. Only Teela, the Goddess, was allowed to come into contact with him.

[illegible] GERMAN (HD) AUDIO PLAYS

[illegible]

[illegible] (HD) CLASSICS
When King Grayskull died, his spirit remained within the walls of Castle Grayskull, where he attained his form and guarded the castle, along with the enchantress and later the Sorceresses who succeeded her. Under his guidance, the Elders combined the power of the universe with their wisdom to lay into Eternia's magic, creating the Great Orb that served as the power source to the world when it was unlocked by Prince Adam. Ten thousand years later, Grayskull's spirit remained part of this power when Prince Adam combined it with the Starship Eternia to permanently assume his role as He-Man.

SPIRIT OF SNAKE MOUNTAIN

AFFILIATIONS
Evil Warriors

SPECIAL ABILITY
Magic

[illegible] UK WORLD (HD) ANNUALS
The Spirit of Snake Mountain was the spiritual embodiment of Snake Mountain. It would warn Skeletor of approaching danger.

SPIRIT OF THE ANCIENTS

SPECIAL ABILITY
Omniscience

[illegible] FILMATION (HD) ANIMATED SERIES
The Spirit of the Ancients heard and saw all that happened on Eternia but could not act in the present, as its true form existed in the past. It appeared to the Heroic Warriors in the gold chamber of Mount Eternia, bringing with it the Eternian Crystal, which could be used to stop the Energy Beast.

SPOOL

AFFILIATIONS
Great Rebellion
Twiggets

[illegible] UK WORLD (FD) ANNUALS
Spool was a Twigget who lived in a village in Twigget Valley. She was engaged to marry Spoolie, another Twigget.

SPRAG

AFFILIATIONS
Great Rebellion
Twiggets

WEAPONRY
Crossbow

SPECIAL ABILITIES
Reconnaissance
Camouflage

[illegible] FILMATION (FD) ANIMATED SERIES
Boisterous, clever, witty, and loyal, Sprag lived deep in the Whispering Woods. Like other Twiggets, he shared a special bond with the forest and suffered an extreme reaction whenever it was threatened. He was always willing to aid the Great Rebellion with his crossbow.

SPRING

WEAPONRY
Camouflage Cannon

SPECIAL ABILITY
Spreading Spring Eggs across planets to bring about spring

[illegible] UK (HD) COMIC MAGAZINES
Spring was a rabbit-like creature who traveled across the universe bringing spring to every planet. He would land in his spacecraft and drop Spring Eggs across the land, which would cause plants to blossom and bring about spring.

Prince Adam and the Royal Family of Eternia looked forward to Spring's visit to Eternia every year. Although he usually landed in Eternos City, where he visited Eternia, one year Spring had to make an emergency landing on the bleak terrain near Snake Mountain. After Spring dropped the Spring Eggs on the terrain and turned Skeletor's beloved barren land into a bottle land of flowers, Skeletor grew very angry and forced Spring to pilot him to Eternos, where he attacked the Royal Family with a freeze spell. Fortunately He-Man put a stop to Skeletor's scheme, and Spring moved on to bring his season to other worlds.

SPRINT

AFFILIATIONS
Great Rebellion
Twiggets

SPECIAL ABILITIES
Agility

1985 FILMATION POP ANIMATED SERIES
Lively, friendly, nimble, and quick, Sprint was an over-confident and cocky Twigget, though his fellows knew it was all bravado. He lived in the Whispering Woods with the other Twiggets, was a supportive member of the Great Rebellion, and relied on his agility to get out of tricky predicaments.

SPRITINA

AFFILIATIONS
Great Rebellion
Twiggets

1985 FILMATION POP ANIMATED SERIES
Shy, timid, sweet, and kind-hearted, Spritina lived within the safety of the Whispering Woods, sharing a special bond with the forest like all Twiggets. Loyal and reliable, she did not let her low self-esteem dampen her willingness to assist the Great Rebellion, and she proved to be an irreplaceable asset.

SPROCKER

AFFILIATIONS
Great Rebellion
Twiggets

1985 FILMATION POP ANIMATED SERIES
With a heart as big as his belly, Sprocker was a chubby Twigget who lived in the Whispering Woods at the Great Rebellion camp. Like others of his kind, he shared a special bond with the forest and suffered an adverse reaction when it was under threat. Though not the sharpest, he was willing and ready to help in any way he could. He harbored a secret infatuation with Adora.

SPUNKY

AFFILIATIONS
Great Rebellion
Twiggets

1985 FILMATION POP ANIMATED SERIES
Young and innocent, the Twigget named Spunky was continuously learning new things from Bow, of whom he was in awe. He marveled at Bow's talents, be they with bow-and-arrow, music, or sleight of hand. Brave, he was always ready to take on the Evil Horde.

SPYDRA

WEAPONRY
Wand

SPECIAL ABILITIES
Sorcery

1985 FILMATION MOTU ANIMATED SERIES
Evil and slightly mad, Spydra only occasionally resided on Eternia. Her magic was moderately powerful, but she was consistently foiled by those she encountered. Army took possession of her as they were about to combine forces, and she became subservient to him. She generally used a wand as a conduit for her magic and was far less formidable without it.

SPYSTER

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Spying

1985 FILMATION POP ANIMATED SERIES
A greedy and selfish double agent, Spyster lied and manipulated others to great effect. While posing as a Rebel spy, he lured members of the Great Rebellion into a Horde trap. It was suggested that he did not work only for Hordak but rather did whatever would benefit himself.

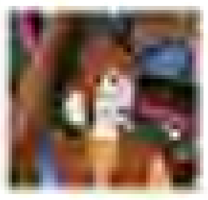
SQUINCH

AFFILIATIONS
Widgets

WEAPONRY
Spear

1985 FILMATION POP ANIMATED SERIES
The resourceful Widget, Squinch was the Widgets' first line of defense and guarded the ramparts of their fortress. Although he was a guard, he shook and cowered in fear at the sight of most ray villains. His girlfriend, Lary, tended to do all of the Widgets' thinking, especially when they were in danger. Squinch was bighearted and would go out of his way to help others.

SQUIRE WILKINS



1983 FILMATION MOTU ANIMATED SERIES
A villager from Bowrown, Squire Wilkins was a skinny man who was quick to jump to conclusions. Though he had the town's best interests at heart, he acted without thinking and led his fellow villagers into trouble.

SQUONGE

AFFILIATION
Trollans

1983 FILMATION MOTU ANIMATED SERIES
Squonge was an old friend of Orko's who tended to exaggerate the truth and lacked confidence in his many abilities. Unusually for a Trollan, he seemed to have no magical abilities and wore goggles instead of a wizard's hat.

SSSQUEEZE

TITLES
Reclining Armed Viper

OTHER NAMES
Tangler
Sl'Thussi Sluggy

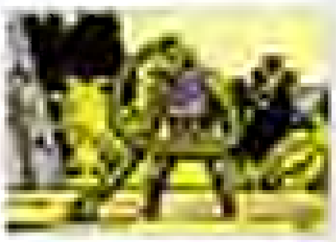
AFFILIATIONS
Snake Men
Evil Horde

WEAPONRY
Snake Staff
Venom Lasso

SPECIAL ABILITIES
Crushing victims with powerful elongated arms
Heightened senses

1985 MOTU MINICOMICS
One of the Snake Men imprisoned by the Elders in Preternia times, Sssqueeze possessed enormously elongated arms that were incredibly powerful, enabling him to constrict and crush the life out of his victims, similar to a python.

Sssqueeze was one of the Snake Men banished by the Elders in Preternian times. He was later released from his imprisonment by his master King Hiss, who combined his own powers with those of Viper Tower to summon Sssqueeze and Snake Face from the Infinita Dimension.



1986 MARVEL STAR MOTU COMICS
In the Marvel Star comics, Sssqueeze allied himself with the Horde. His heightened senses allowed him to detect enemies across great distances, and he was particularly adept at maneuvering and fighting underwater.

1986 UK MOTU COMIC MAGAZINES
Sssqueeze was the third of King Hiss's Snake Men to be unleashed from the Timeless Dimension, into which he was last had been cast by the Elders after their defeat centuries ago. His extra-long arms were a powerful weapon against the heroic forces of Eternia as he aided King Hiss in his conquest of the planet.

1987 GERMAN EHAPA MOTU COMICS
Sssqueeze was often tasked with guarding King Hiss's strongholds in the Ehapa comics, thanks to his unique ability to capture and hold intruders in his powerful arms. As Hiss frequently allied his Snake Men with Skeletor and Hordak, Sssqueeze fought in the ranks of the Evil Warriors and the Evil Horde as well.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The MYP version of Sssqueeze had long snake heads at the ends of his arms instead of hands. In addition to the usual uses for Sssqueeze's long arms, the MYP animated series also depicted him making good use of their length in climbing.

2008 MOTU CLASSICS
The Classics canon provided a few new details about the life of Sssqueeze. Sssqueeze Sluggy, better known as Sssqueeze, was one of King Hiss's top

lieutenants in the Great Wars. Following the First Ultimate Battleground, Sssqueeze was trapped along with the other Snake Men in the Void until Kobra Khan set them free. He fought in the Second Ultimate Battleground, where Teela saw Sssqueeze along with Snake Face in hand-to-hand combat.

STAGHORN

AFFILIATIONS
Evil Mutant

SPECIAL ABILITIES
Enhanced strength

ACCESSORY
Blaster
Metal antlers

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Staghorn was a quick-tempered, one-eyed member of Flogg's Mutant army. Sometime before the arrival of He-Man, he attacked and looted the planet Egonia. There, he encountered the future Galactic Guardian Sagitar and the ... Staghorn's determination for revenge against Sagitar overrode any and all of his other concerns, often endangering Skeletor's plans.

Staghorn was untrustworthy, even among his own kind. He engineered a mutiny against Flogg when the Mutant Mothership was trapped in an ion storm. His primary weapon was a large pair of metallic antlers attached to his helmet, which he used to stab, lift, and toss enemies.

STANIDOR

TITLES
Cosmic Creator of Power

SPECIAL ABILITIES
Creation

2020 MOTU CLASSICS

Stanidor was a cosmic being and one of the great Gods of the Multiverse. He converted the Hall of Power to create all that was or would ever be. He served as the head architect of the creative efforts and his unlimited imagination led the way by fueling his fellow deities' energies with creative force. Stanidor's magic ... the Aura of the Gods that spread across the universe in a wave of power that kindled new life and intelligence throughout the cosmos.

Later, the Overlords of Trolla concentrated that power into the Starseed and created the Sword of He as the key to unlocking that power. With infinite energy, Stanidor became a seemingly neutral force that reached out across the dimensional gateways and gave power to those who would become Masters of the Universe, whether for good or evil.

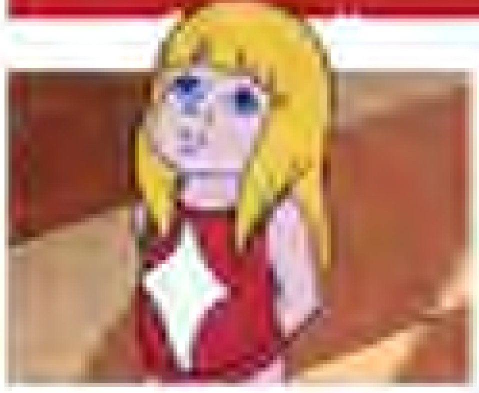
[illegible]

STANLAN

1983 FILMATION HE-MAN ANIMATED SERIES

Stanlan was Melaktha's assistant and an apprentice archaeologist. He was very enthusiastic but excitable, which often led him into trouble. He had a habit of pursuing intrigue and danger even after being warned. At times, he was worried about displeasing Melaktha or squandering his teacher's trust. He proved himself to be a skilled archaeologist in the making.

STARCHILD



1983 FILMATION MOTU ANIMATED SERIES
Of unknown origin, the Starchild was a young girl with latent, undeveloped powers that would become more apparent as she aged. She found it difficult to trust anyone, as many had sought her powers for themselves. In time, she learned to trust others, especially those at the Royal Palace. Her powers could make anyone feel good. She also possessed the ability to bridge dimensions.

SPECIAL ABILITIES
Sorcery
Latent psychic abilities

[illegible]

STARLA

TITLES
Bright and Beautiful Leader

OTHER NAMES
Gemma

WEAPONRY
Staff

AFFILIATIONS
Great Rebellion
Star Sisters

SPECIAL ABILITIES
Sensing danger
Casting spells of fire and light

1985 FILMATION POP ANIMATED SERIES
Starla was one of the Star Sisters, alongside Jewelstar and Tallstar. With blond hair and a yellow and red outfit, she was the leader of the group.

1986 US POP MAGAZINES
In the US POP magazines, it was revealed that Starla could sense danger and possessed the magical powers of star glitter.

2013 MOTU CLASSICS
Starla, also known as Gemma, was one of the Star Sisters who incurred the wrath of an evil sorceress. Jealous of their youth and beauty, the sorceress trapped them and their falcon, Skydancer, in a shooting star and sent them hurtling across the universe. Eventually, the sisters crashed on Etheria, and She-Ra freed them by melting their magical prison. Out of gratitude, the sisters joined the Great Rebellion.

Starla could sense danger and cast spells of light against her enemies. She and her sisters left Etheria with She-Ra to fight in the Second Ultimate Battleground on Eternia.

[illegible]

STEN

1985 FILMATION MOTU ANIMATED SERIES
Sten was an elderly man who lived in the same village as Farth and Karl.

STICKYFINGERS

AFFILIATIONS
Space Pirates

SPECIAL ABILITIES
Projecting lasers from fingertips

1985 FILMATION MOTU ANIMATED SERIES
Stickyfingers was the self-anointed, cruel, and merciless leader of the Space Pirates. He treated his crew with very little respect and enjoyed looting and pillaging. He could project lasers from his fingertips. Batty, a small, pink gargoyle-like creature, perched on his shoulder and echoed his master's opinions.

[illegible]

STINGRAD

AFFILIATIONS
Andreenids

WEAPONRY
Polearm

SPECIAL ABILITIES
Flight

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Andreenid Stingrad served as Buzz-Off's chief counsellor in the honeycombed city of Andreenos. With his long legs, he stood nearly twice as tall as Buzz-Off. Stingrad provided tempered responses to Buzz-Off's sometimes rash judgments and helped command the Andreenid troops during a standoff with the Avionians.

STINKOR

TITLES
Evil Master Of Odors

OTHER NAMES
Odiphus

AFFILIATIONS
Evil Warriors
Monster Warriors
Evil Horde
[illegible]
Pelleezeans

WEAPONRY
Stench
Stink Ray

SPECIAL ABILITIES
Stink

1982 MOTU MINICOMICS
The fetid wretch known as Stinkor loyally served Skeletor and reveled in all things evil. Stinkor was particularly delighted to despoil nature when given the opportunity. The evil skunk man's toxic odor caused terrified animals to flee and could render an opponent utterly helpless for minutes. Stinkor's stench easily stopped Stratos in midflight.

Stinkor's main weakness was his hatred of pleasant, natural smells. The scent of flowers, for example, was repugnant to him, and Moss Man was his archnemesis.

1985 GOLDEN MOTU BOOKS
Occasionally sent away from Snake Mountain due to his stench, Stinkor used his Stink Ray against Skeletor's enemies in the Golden Books.

1986 GERMAN MOTU AUDIO PLAYS
The German audio plays offered some backstory for Stinkor. Following Skeletor's orders, Stinkor attacked the Heroic Warriors and brought Battle Bones to Skeletor at Snake Mountain. Impressed, Skeletor allowed Stinkor to join his minions but ordered him to stay in a nearby cave so that his stench would not disturb the others. Pleased, Stinkor hoped this accomplishment would bring him closer to settling an old score with King Randor.

Stinkor took sadistic pleasure in watching his enemies succumb to his stench, and he could control its dispersal. During a brief period when the heroes and Monster Warriors were allied against the Evil Horde, Stinkor sided with Hordak.

1986 UK MOTU COMIC MAGAZINES
In the UK comics, Stinkor's stench was shown to be so powerful that it even managed to knock out He-Man on several occasions. Stinkor could not stand his own smell and had to wear customized armor equipped with a gas mask to protect himself from it. Due to his foul smell, Stinkor was not very popular among the other Evil Warriors, although over time they gradually built up a tolerance for his stench.

1987 GERMAN EHAPA MOTU COMICS
Unlike earlier portrayals, Stinkor served as a prison guard for the dungeons of Snake Mountain in the Ehapa comics.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The MYP animated series offered a radically new origin for Stinkor. The diminutive Odiphus was a mean-spirited young Pelleezean who betrayed his village to the invading [illegible]. He grew up to be a petty criminal; one day, while scavenging at an abandoned ancient apothecary, he found himself caught in a battle between the Masters of the Universe and the Evil Warriors and ended up at Snake Mountain. There, he was transformed by an explosion in Tri-Klops's lab which infused his body with a magical liquid called [illegible], giving him a tall, muscular physique and an eye-watering stench.

Changing his name to Stinkor, he could project powerful jets of a horrific odor from his hands and body to overwhelm and choke his enemies. Enhancing his stink with specialized armor equipped with gas tanks and hoses, Stinkor could frighten away dragons and cause animals to stampede. He had to wear a mask at all times to protect himself against his own odor!

Idolizing the Evil Warriors, Stinkor used his abilities to become accepted as one of Skeletor's loyal minions.

STON-PAR

SPECIAL ABILITIES
Brute strength

1986 UK MOTU COMIC MAGAZINES
Ston-Par was one of a trio of bounty-hunters led by Pon-Dar. Both he and his comrade, [illegible], were rather dull-witted and readily took orders from the intellectually superior Pon-Dar.

STONE IMP

SPECIAL ABILITIES

[illegible]

[illegible]

The Stone Imp resided within the Stone of Secrets, which Shadow Weaver stole from the [illegible] [illegible]

STONEDAR

TITLES

Heroic Leader of the Comet Warriors

AFFILIATIONS

Rock People

Heroic Warriors

[illegible]

Comet Warriors

Masters of the Universe

WEAPONRY

Blaster

SPECIAL ABILITIES

Transforming into a comet

Traveling through space

Strength

Flight

[illegible]

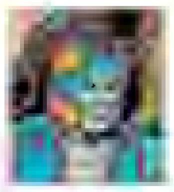
[illegible]

[illegible]

[illegible]

[illegible]

[illegible]



[illegible]

The German audio plays depicted Stonedar and his son, Rokkon, as [illegible]

[illegible] FILMATION POP ANIMATED SERIES

Stonedar was the leader of the Rock People. [illegible]

[illegible]

Stonedar was the wise leader of the Comet Warriors and the [illegible]

[illegible]

[illegible]

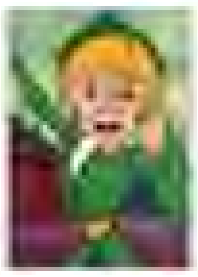
[illegible]

[illegible]

[illegible]

STORM

[illegible] FILMATION POP ANIMATED SERIES



[illegible]

STRATOS

TITLES
Winged Warrior
Lord of the [illegible]

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Bird People
Avionians

HOMEWORLD
[illegible]

ABILITIES
Flight
[illegible]

1982 MOTU MINICOMICS
Stratos was a stalwart ally to He-Man, [illegible] of soaring to great heights and traversing long distances in the air. He wore [illegible] on his wrists that propelled streams of flame. He made his home atop Eternia's highest mountain peak, from which he kept an eye out for potential evildoers.

[illegible]

1982 DC MOTU COMICS
In the DC comics, Stratos, the leader of the Bird People of Avion, was called into action when He-Man discovered he had one of the three talismans the heroes sought. Subsequently, Stratos joined them on their mission.

1983 FILMATION MOTU ANIMATED SERIES
The Filmation animated series portrayed Stratos as a kind and noble leader respected by his people and willing to sacrifice himself for them. He was the guardian of both the Staff and the Egg of Avion, and though he was not often summoned to aid the heroes, the airborne advantage he provided proved extremely useful in battle.

Stratos's natural power of flight was enhanced by the jetpack he wore. He would lose his power if he did not return frequently to the Egg of Avion. He could project concussive blasts from the palms of his hands, and his wrist cuffs could fire a beam of light that crystallized an enemy.

[illegible] MOTU MINICOMICS
Unlike in the Filmation portrayal, in the minicomics Stratos's ability to fly, like that of all Bird People, came from the magic of the Emerald Staff of Avion. The ability to fly would be lost if the staff were to be removed from Avion. Delora, Stratos's human wife, ruled Avion at his side.

[illegible] LADYBIRD MOTU BOOKS
In the Ladybird books, Stratos and his wife Delora carried a pair of rings that glowed when they were in close proximity to one another.

[illegible] UK WORLD MOTU ANNUALS
While his portrayal was largely consistent with other media, the World annuals established that Stratos's [illegible] was [illegible] and that he was the cousin of the [illegible].

[illegible] GERMAN MOTU AUDIO PLAYS
The German audio plays followed in the footsteps of other media, adding some minor details to Stratos's portrayal. Stratos served as a scout for the Masters of the Universe and maintained a friendly rivalry with his fellow scout Mekaneck. Though the pair often bickered, they were good friends. Stratos was married to Delora in this canon, and the couple had two children.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

In a departure from other media, the Condor comics portrayed Stratos as the last of Eternia's race of Bird People after Skeletor destroyed the plant that gave them the power of flight and sent them all plummeting to their deaths.

1986 UK MOTU COMIC MAGAZINES

The UK comics often paired Stratos with Buzz-Off, and the duo would patrol the Eternian skies together.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series depicted Stratos as a long-serving member of the Masters who served under Captain Randor in the past. It also established that Stratos's wings and the wings of other Avionians grew organically from their forearms. Thus, if their wings were injured, their power of flight was impaired. In the present, Stratos was working to preserve an uneasy alliance between his race of Bird People, the Avionians, and the Andreenids, a race of Bee People led by Buzz-Off. After Skeletor attempted to manipulate them into going to war, Stratos and Buzz-Off set aside their differences and fought together with the Masters of the Universe against the villain Skeletor. Later, Stratos played a key role in securing an important alliance with the Kulatak of the Ice Mountain.

2002 MVCREATIONS MOTU COMICS

The MVCreations comics depicted Stratos as heir to the throne of Avion and revealed a look underneath his helmet: dark gray hair, large eyes, and no eyebrows. The look on his head gave him a vaguely owlish appearance. The helmet he wore originally belonged to his father. After surviving an attack on their village, Stratos and his sister Frizik gathered the Bird Man survivors and, in an effort to find a new home for their people, set out in search of the Golden Egg of their ancestors. Stratos founded the kingdom of Avion on the spot where they discovered the egg.

2008 MOTU CLASSICS

The Classics canon blended elements from other media into a cohesive biography for Stratos of the House of Avion, adding only that the brave and honorable leader fought and died in the Second Ultimate Battleground.

Stratos was one of several warriors who returned to life after the Reawakening. He eventually resumed his role as leader of the Avionians after his sister [illegible] stepped down to seek adventure outside Avion.

2012 DC COMICS

Stratos, the king of Avion, helped out He-Man and his friends when needed. He was trained by the sky masters of Avion and seemed to be able to fly on his own, even staying airborne for hours. The wings on his arms could sometimes be used as weapons. He was already part of the Masters of the Universe when Prince Adam was twelve years old, making him one of the older members, next to Man-At-Arms and Buzz-Off. In contrast to the 2002 MVCreations comics, underneath the helmet Stratos had short gray hair, and his eyes were not as large. Stratos assisted King Randor and journeyed to Subternia and knew about the legend that Subternia consisted of six circles. While in Subternia, Stratos got to see the Circle of Sky that connected all circles, for it resonated with him. When later He-Man was declared king by the Sorceress of Grayskull, he confided to Stratos that he wouldn't accept the kingship until Eternia was free. After the Eternity War, Stratos was Adam's confidant when they discussed plans to make Grayskull a safe haven for everyone.

STROBO

TITLES
Light Powered Cosmic Enforcer

OTHER NAMES
Graphee

AFFILIATIONS
Heroic Warriors
Cosmic Enforcers

[illegible]
Mirror Master
[illegible]

SPECIAL ABILITIES
Reflecting and projecting light
Spinning faces at high speed
Creating force fields
Projecting stun beams
Projecting disintegration rays

1987 UK MOTU MAGAZINE
Strobo was a Heroic Warrior who could project a beam of bright light from the circular reflector on his chest. By spinning rapidly he could use this light to blind his opponents.

[illegible]

2015 MOTU CLASSICS
After the mysterious assassination of Zodac on Eternia in the aftermath of the Second Ultimate Battleground, the Cosmic Enforcers selected Gyptor to take his place as their agent Strobo on Eternia. His first assignment was to investigate his predecessor's fate. He maintained neutrality, aiding opposing sides to prevent different battles to maintain the balance of power. He used armor created by the scientists of Anwat Gar that included a chest plate to create force fields or project stunning and disintegration beams. To fulfill his commitment to neutrality, he sided against the evil forces of the Unnamed One in the Third Ultimate Battleground.

STRONGARM

TITLES
Evil Power Punching Warrior

AFFILIATIONS
Evil Warriors

OTHER NAMES
Strong Ox
Delmos Fo

SPECIAL ABILITIES
Powerful mechanical right arm

1985 FILMATION MOTU ANIMATED SERIES
Strongarm possessed great brute strength and a large, mechanically extendable right arm. His strength was almost a match for He-Man's. Capable and competent, he delighted Skeletor with his intelligence and ingenuity.

2014 MOTU CLASSICS
The Classics Line provided a new backstory for Strongarm, here known as Strong Ox. Delmos Fo was working as a trusted metal worker in the Photanium mines on Phorfax when a mechanical mine folder malfunctioned and damaged his right arm and part of his face. The accident motivated him to steal Photanium, the universe's strongest metal, and create for himself a metal and telescoping arm to become the strongest warrior in the universe. [illegible], the queen of Phorma, banished him for his thievery. He returned years later as Strong Ox to plunder the mines and bolster Skeletor's forces against the Masters of the Universe.

[illegible]

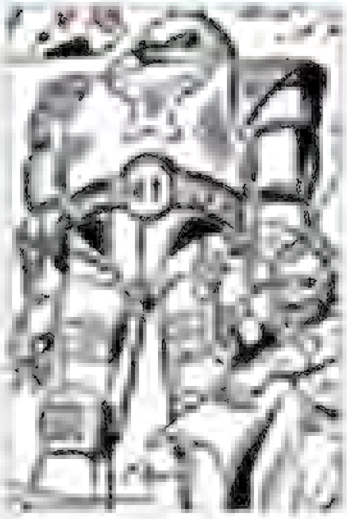
SUBTERNIUS

AFFILIATIONS
Beloni

SPECIAL ABILITIES
Leadership

1983 FILMATION MOTU ANIMATED SERIES
Subternius was the leader of the Beloni, a race who lived underground and mistrusted surface dwellers. Years ago, when his people had asked for help from the surface dwellers, they had been tricked and enslaved by Skeletor. Subternius had led a revolt against Skeletor and freed his people, but now he believed that all the surface dwellers were cruel and therefore felt justified in stealing food from them to feed his own people. Eventually, after He-Man and Teela taught him that not all surface dwellers were treacherous and malevolent, Subternius had a change of heart and worked with the farmers on the surface to share and replenish their crops.

SUPER-TROOPER



AFFILIATIONS
[illegible]

SPECIAL ABILITIES
Invulnerable
Flight
Advanced Intelligence

1986 UK MOTU COMIC MAGAZINE
The Super-Trooper was a highly advanced Horde Trooper developed by Hordak to deal with He-Man once and for all. It was completely invulnerable to attack and possessed the ability to fly as well as advanced intelligence. Although it had an advantage over He-Man in combat, the Super-Trooper malfunctioned when the Elder posed a question that overloaded its computerized brain.

SWEET BEE

SWEN

SY-KLONE

TITLES
Heroic Fist-Flinging Tornado
The Fearless Master of the Whirling Fury

OTHER NAMES
Tornado
Dash Shel
The Human Tornado

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Heroic Defenders
Gar

WEAPONS
Exploding disks
Battle ring
Cosmic shield

SPECIAL ABILITIES
Creating cyclones
Controlling winds
Predicting and manipulating weather
Sensing evil

1983 FILMATION MOTU ANIMATED SERIES

By spinning his arms in circles, Sy-Klone could turn himself into a human tornado or create great gusts of wind. This ability allowed him to launch off the ground as well and was extremely effective against Skeletor's various threats.

1983 MOTU MINICOMICS

The whirlwind heroic being called Sy-Klone could twist his body at high speeds in order to fly. He could also use his powers to create high-velocity wind effects. Little was known of his origins, though his abilities clearly made him a very powerful hero. Additionally, Sy-Klone had a radar scope on his chest. It was unclear whether this radar was a cybernetic component embedded in his chest or simply part of his uniform. Regardless, Sy-Klone's radar enabled him to chart a flight course across the Eternian skies and also allowed him to dodge oncoming projectiles.

[illegible]

1985 GOLDEN MOTU BOOKS

The Golden books presented an origin story for Sy-Klone. Once known as the Human Tornado, the greatest acrobat on Eternia, Sy-Klone was captured by Skeletor and brought to Snake Mountain. They used the Mutation Ray on Sy-Klone to transform him into a living machine. Sy-Klone discovered that his new body gave him the power to create a whirling tornado. He refused to join the Evil Warriors, choosing instead to side with the Heroic Warriors.

In addition to his usual powers, Sy-Klone could also predict and manipulate the weather.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the Condor comics, Sy-Klone spun his upper body, whirling his fists to attack his enemies, while the radar on his chest could be used to locate missing comrades.

1986 UK MOTU COMIC MAGAZINES

The UK comics presented their own version of Sy-Klone's origins. Dash Shel, a professional athlete and the fastest being on the planet Sesna, became a champion of good known as "the Rebel" when the Horde invaded his home world. During an assault, Dash Shel was fatally injured. His father, Thorn Shel, used his scientific knowledge to replace Dash Shel's damaged organic parts with newly created synthetic ones. Now a cyborg warrior named Sy-Klone, he drove back the Horde invasion alongside his people.

Aware of the Horde's plans for universal domination, Sy-Klone journeyed to Eternia to join the Heroic Warriors. Brave, energetic, and boastful, he had a courageous spirit and would never flinch from evil, battling Skeletor and Hordak's forces with true dedication.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series provided a unique take on Sy-Klone. He was redefined as a centuries-old mystical samurai warrior and the last defender of the island of Anwat Gar, formerly home to a powerful civilization. After Anwat Gar's final inhabitants had either died out or fled the island, Sy-Klone was left behind with the duty of keeping a solitary watch over the powerful Legacy Stones, which could cause great destruction if they fell into the wrong hands. In addition to his typical powers, Sy-Klone could also project whirling disks at his enemies and turn his hands into tornadoes. He-Man and Man-At-Arms first met Sy-Klone when

Skeletor invaded Anwat Gar in search of the Legacy Stones. After the Legacy Stones were destroyed following a battle between He-Man and Skeletor, He-Man invited Sy-Klone to join the Masters of the Universe, and Sy-Klone accepted.

Sy-Klone provided sage advice to his allies both on and off the battlefield. His relationship with the other Masters helped ease the suffering he felt following the loss of his family and people centuries before. He eventually decided that the Masters of the Universe were his true family and formed a close friendship with Roboto.

2008 MOTU CLASSICS
The Classics canon expanded on Sy-Klone's portrayal in the MYP animated series. The son of Oy-Lak, Sy-Klone was the Last Defender of Anwat Gar and the protector of the mystical Legacy Stones until their destruction. Once his previous mission was complete, Sy-Klone joined the Masters of the Universe. The FEOR Shell Armor he wore was a device created by his Qui ancestors to terrorize Eternia after the Great Wars, but Sy-Klone redeemed his people by using it to create cocoons of energy to protect the innocent. He upgraded the armor with cosmic radar, allowing him to sense the physical presence of evildoers.

Sy-Klone later took part in the Second Ultimate Battleground against the Horde and the Snake Men.

2012 DC MOTU COMICS
Although Sy-Klone himself never appeared in the DC comics, his people, the Qui, were shown wearing armor and carrying weaponry in the ancient past in a way similar to Sy-Klone's depiction in the MYP series.

SYLUS

1985 FILMATION POP ANIMATED SERIES
Sylus was the commander of the Fortress of the Sands occupied at the Sands of Time on Etheria.

SYRACU

AFFILIATIONS
Bird Men

SPECIAL ABILITIES
Flight

1984 UK WORLD MOTU ANNUALS
Syracu was a Bird Man from the city of Avion. He was Stratos's cousin.

TAGER

1983 FILMATION MOTU ANIMATED SERIES
Tager was one of three students that Stella took to the Mystical Forest. Young and vulnerable, he was pressured by Krill to take the Jet Crawler for a joyride.

TALLSTAR

VOICE
Lenny Lantina

OTHER NAMES
Cassandra

AFFILIATIONS
Star Sisters
Great Rebellion

WEAPONS
Wand

SPECIAL ABILITIES
Magically stretching limbs and body
Super-strength

1985 FILMATION POP ANIMATED SERIES
Tallstar, alongside Starla and Jewelstar, was one of the Star Sisters. She possessed the ability to extend the length of her limbs and body.

1986 UK POP MAGAZINES
According to the UK POP magazines, Tallstar could extend her limbs and grow taller than even the tallest trees. In this form, Tallstar's strength was greatly increased.

2015 MOTU CLASSICS
Tallstar, once known as Cassandra, and her sisters incurred the wrath of an evil sorceress. Jealous of their youth and beauty, the Sorceress trapped them and their Unicorn Starlund in a glowing star and sent them hurtling across the universe. The sisters eventually crashed on Etheria, where She-Ra freed them by chasing away their prison. The sisters joined the Great Rebellion to show their gratitude.

Tallstar and her sisters followed She-Ra to Eternia to fight in the Second Ultimate Battleground.

TAN-GAR

[illegible] UK POP COMIC MAGAZINE
Tan-Gar was a young girl from an Etherian village whose life was once saved by She-Ra.

TANSY

AFFILIATIONS
Twiggets

[illegible] LADYBIRD POP BOOKS
Tansy was the smallest of the Twiggets in the Whispering Woods. She was once kidnapped by [illegible].

TARBIN

[illegible] FILMATION POP ANIMATED SERIES
Tarbin was a king from a thousand years back in Etheria's past. He led his people toward peace with the Dragons of Darkmoor and allied with the friendly dragon Bright Star.

TARGON

[illegible]
Ice Trolls

[illegible]
Ice crystals

[illegible] FILMATION MOTU ANIMATED SERIES
Targon was an Ice Troll from the Ice Mountains. Though he did not trust Morningstar, he formed an alliance with the dragon. Targon believed he would benefit from Morningstar's dominance over Darksmoke. Targon was left frozen in the caverns beneath the Ice Mountains after Morningstar's betrayal.

TARRAK

SPECIAL ABILITIES
Sorcery

[illegible] DC MOTU COMICS
Tarrak was an elderly sorcerer who served at the Royal Palace. Though a little bumbling and forgetful, he was powerful and a good ally to the Heroic Warriors despite his age.

TASTIG

[illegible] UK WORLD MOTU ANNUALS
Tastig and his wife, Mishala, lived in the Eternian village of Mast. The couple invited Prince Adam to their baby's naming ceremony.

TAURON

WEAPONRY
Amulet of Power

SPECIAL ABILITIES
Sorcery
Teleportation

[illegible] FILMATION MOTU ANIMATED SERIES
An immensely powerful wizard who dwelled in solitude, Tauron was a being of pure evil. He sought control of Eternia and Castle Grayskull. He used his dark magic to summon the Amulet of Power, which increased his power and allowed him to traverse dimensions and [illegible]

TAVOR

SPECIAL ABILITIES
Sorcery

[illegible] FILMATION MOTU ANIMATED SERIES
Darkdream's subservient aide Tavor was a semi-powerful wizard who had been stripped of his evil powers by the Sorceress. He was not a very imposing figure, and his powers were relatively useless on Eternia. He was easily intimidated, especially by Darkdream, but clever and full of trickery.

TEELA

[illegible]

1982 MOTU MINICOMICS

[illegible]

[illegible]

1982 DC MOTU MINICOMICS

[illegible]

1982 DC MOTU COMICS

[illegible]

1983 FILMATION MOTU ANIMATED SERIES

[illegible]

GOLDEN MOTU BOOKS

LADYBIRD MOTU BOOKS

ITALIAN FIX MAGAZINES

UK WORLD MOTU ANNUALS

GERMAN MOTU AUDIO PLAYS

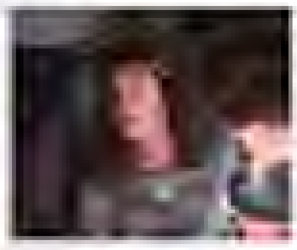
GERMAN INTERPART: CONDOR MOTU COMICS

BRAZILIAN EDITORA ABRIL MOTU COMICS

MARVEL STAR MOTU COMICS

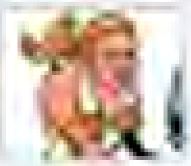
MOTU NEWSPAPER STRIPS

UK MOTU COMIC MAGAZINES



MOTU FILM

GERMAN EHAPA MOTU COMICS



ITALIAN MAGIC BOY MAGAZINES

NEW ADVENTURES OF HE-MAN ANIMATED SERIES

MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

MOTU CLASSICS

DC MOTU COMICS

TELZY

1985 FILMATION POP ANIMATED SERIES
Telzy was the three-year-old daughter of Zontar and Molly. She had a great deal of personality and all yellow father as her hero.

THAD (I)

1983 FILMATION MOTU ANIMATED SERIES
Thad was one of the many pages at the Eternian Royal Palace. Somewhat despondent about the way he was treated, he sought to be as popular as the Heroic Warriors. Stumbling upon the head of the Gryphon, he found that people paid attention to him when he had it in his possession. When the Gryphon attacked the Royal Palace and brought much disaster upon the kingdom, Thad proved himself to be as brave as the heroes that he admired.

THAD (II)

1985 FILMATION POP ANIMATED SERIES
Thad was the son of Mark the woodsman and brother to Kyle, with whom he played in and around their house. The pair would often forget their responsibilities, which on one occasion led to the disappearance of Mark's axe. Both Thad and Kyle fabricated a story that caused a great deal of trouble, and they were subsequently grounded by their father.

THE TINGLER

OTHER NAMES
Hermon

SPECIAL ABILITIES
Superhuman strength

1983 FILMATION MOTU ANIMATED SERIES
Hermon was a giant but gentle hermit who lived in a cave in Mount Fear, overlooking the village of Riverview. Periodically, he would go down to the village for water from the old well. However, the residents of Riverview were frightened by his gigantic appearance and rumors spread like wildfire of a terrifying and dangerous monster called the Tingler that lived on Mount Fear. Eventually, when the urban legend of the Tingler was investigated by Prince Adam and Teela, they found that Hermon was no monster. He was, in fact, kind and friendly. When Hermon saved the life of the peasant woman Emma, he finally won the villagers' favor and was accepted among them. He and Emma then began to fall in love.

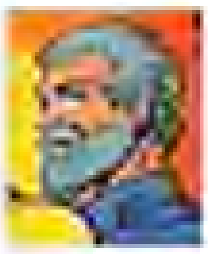
THERIN

AFFILIATIONS
Great Rebellion

1985 FILMATION POP ANIMATED SERIES
Therin, Borelo, and Vestan discussed rebelling against the Horde from the village of Galdareth. When Shadow Weaver stole Therin's voice, he aided the Rebels. After his voice was restored, Therin pledged himself to the Great Rebellion.

THOM-SHEL

SPECIAL ABILITIES
Engineering
Robotics



1986 UK MOTU COMIC MAGAZINES
Thom-Shel was the greatest scientific genius and robotics engineer on the planet Sidoa. He was also the father of Dash-Shel, Sidoa's greatest athlete, who would go on to become the Heroic Warrior Sy-Klone. When Sidoa was invaded by the Horde and Dash-Shel took it upon himself to become the planet's defender, Thom-Shel shared his son's determination to defeat the Horde and provided him with great technological weapons to use in his battles against the evil forces. When Dash-Shel was fatally injured in a Horde attack, Thom-Shel saved his son's life by using his scientific genius to convert Dash-Shel's damaged body into a powerful cyborg form, merging the best of robot and human design. Thom-Shel converted Dash-Shel into the fastest living being in the universe, the mighty warrior Sy-Klone.

TIK TOK

SPECIAL ABILITIES
Sorcery
Telekinesis

1985 FILMATION MOTU ANIMATED SERIES
Tik Tok was a kind-hearted, two-headed, four-armed wizard from the planet Cruxe with great power. He ensured the planet remained at peace. His heads had the habit of speaking at the same time and finishing one another's sentences.

TIRZ

AFFILIATIONS
Bee People

SPECIAL ABILITIES
Flight

1986 FILMATION MOTU ANIMATED SERIES
A very young member of the Bee People. She wanted to play a greater role in the defense of the Bee People's home.

TOSAR

AFFILIATIONS
Rock People

SPECIAL ABILITIES
Brute strength
Body of stone

[illegible] FILMATION MOTU ANIMATED SERIES
Though he was one of the peaceful Rock People who dwelled in the underground caverns of Eternia, Tosar was an exception and wanted to rule his people. He was often in direct competition with Rokan, as they both believed that a weapon made a leader. When Tosar acquired Man-At-Arms' laser, he endangered his entire race. He eventually saw the error of his ways.

TOM-SERN

[illegible] UK MOTU COMIC MAGAZINES
Tom-Sern was a young bully from a village in the Fright Zone on Eternia. The main target of his bullying was a disabled boy named Pie Ker. Tom-Sern idolized and identified strongly with Hordak and the Horde. After winding up in Hordak's clutches and witnessing a moment of courageous self-sacrifice by Pie Ker, Tom-Sern had a change of heart and learned the true difference between good and evil.

TONDY

AFFILIATIONS
Beast Warriors
Beast Protectors

[illegible] FILMATION [illegible] ANIMATED SERIES
[illegible] Tondy was a young member of the Beast Warriors, a jungle tribe. Desperately wanting to become a warrior, he needed to slay an animal as a rite of passage. After an encounter with Adam, Tondy had a change of heart. He, his father and his uncle Korg established a new tribe: the Beast Protectors.

TOM-SUN

WEAPONS
Mesmeric Fiddle

[illegible] UK MOTU COMIC MAGAZINES
Tom-Sun was a beggar, artist, and master fiddler from the village of [illegible] in the North Fields of the Fright Zone on Eternia. By playing his mesmeric fiddle, he could control the minds and thoughts of others. He usually did this to manipulate people into giving him money, and the villagers viewed him as a con man. But his skill came in handy when the council hired him to drive away Hordak's tax collector, Grizzlor, when he came to collect the taxes they were unable to pay.

TORGUL

TITLES
[illegible]

[illegible] MOTU MINICOMICS
Torgul was the elderly father of [illegible]. He was a grandfatherly soul who cared deeply for his daughter. The evil Goldor took advantage of the fact that Torgul knew the whereabouts of the Secret Liquid of Life and threatened to harm [illegible] unless Torgul told him where to find the fabled elixir.

[illegible] MOTU CLASSICS
The Classics canon altered some details of Torgul's history. Dubbed grand vizier and chief adviser to [illegible], Torgul was captured by Goldor in the latter's bid for immortality.

TORM

AFFILIATIONS
Dragons of Darksmoke

[illegible] FILMATION [illegible] ANIMATED SERIES
The youngest Dragon of Darksmoke, Torm had a unique personality. Soft spoken and gentle, he wished to marry Lyra, a human woman. He was transformed into a human, forsaking his [illegible] as a dragon for the sake of love.

TORVUS

[illegible] MAGIC BOY MAGAZINES
Torvus was a mad scientist in the employ of Skeletor in the Italian Magic Boy magazine; he created the rampaging giant called Megator. Torvus was balding with long white hair and had a mad gleam in his eyes. He wore a lab coat and glasses.

TOYMAKER

WEAPONS
Toy Bear
Toy Soldier
Toy [illegible]

SPECIAL ABILITIES
Magically controlling toys

[illegible] FILMATION MOTU ANIMATED SERIES
The Toymaker was a [illegible] freelance villain who wanted to join Skeletor's Evil Warriors. He sought to impress Skeletor with his fiendish toys, which looked innocent but came to life under his magic. They were capable of growing many times their original size and causing great destruction.

TRAP JAW

TITLES
Wizard of Weapons

OTHER NAMES
Kronis
Jaw
Trojan

AFFILIATIONS
Evil Warriors
Denizens of Evil

WEAPONRY
Metal jaw
Cybernetic arm with weapon attachments

SPECIAL ABILITY
Biting
Grappling hook/cable arm attachment
Inventing

1983 DC MOTU MINICOMICS

Trap Jaw, an interdimensional warmongering criminal, had a metallic lower jaw and a mechanical arm to which he could attach various forms of weaponry. His metal jaw could deliver a devastating bite, and his gun arm attachment fired intense energy blasts. An iron loop on top of his helmet allowed him to make an escape or slide down to attack his enemies by threading a rope through it.

While on the run from his would-be captors, Trap Jaw came to Eternia by accident through a dimensional portal created by Skeletor. He arrived inside Castle Grayskull, which imbued him with immense power. Only the combined might of He-Man and Skeletor's merged Power Swords stopped him from overthrowing Eternia. After Trap Jaw's defeat, Skeletor claimed him as a new [illegible] servant.

[illegible]

1983 FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series expanded on Trap Jaw's characterization. The gruff-voiced Trap Jaw was a skilled mechanic and inventor. Dubbed "the Wizard of Weapons" by Skeletor, he created all of his arm attachments and maintained and manufactured many instruments of destruction. His metallic jaw could bite through almost any substance on Eternia, and he could swallow and digest anything he ate. He could ingest the powerful substance known as Eternium, temporarily granting him strength equal to He-Man's.

Trap Jaw worked well with Beast Man, and they were frequently paired to carry out missions. He occasionally struck out on his own and even masterminded his own [illegible] at the Sands of Time when he teamed up with Lord Masque.

Trap Jaw's most frequently used arm attachment was his hook, while his plethora of other attachments enabled him to shoot out bursts of energy or fire, knock down structures, grab objects, and lower individuals from great heights.

1984 UK WORLD MOTU ANNUALS

The World annuals filled in more of Trap Jaw's back story. A cosmic criminal, Trap Jaw was imprisoned at the Prison Star, the most secure prison in the universe. One of its most vicious inmates, Trap Jaw escaped and quickly allied himself with Skeletor.

1984 GERMAN MOTU AUDIO PLAYS

The German audio plays provided a wholly different and tragic origin for Trap Jaw. Originally a benign engineer named Jaw, he rescued a child who was chained to the ground from being run over by Skeletor's tank. Though he succeeded, Jaw was struck by the vehicle, injuring his arm and jaw. Skeletor saved the unconscious Jaw's life, replacing his arm and jaw with cybernetic parts, but also reprogrammed his brain, wiping all memory of his past life. Now Trap Jaw, he served as Skeletor's slave and personal bodyguard.

Trap Jaw displayed some acting ability in the German audio plays, infiltrating the [illegible] ranks as the 'good natured' Trojan from the tales of the Star Bridges. It was not known if Jaw indeed originated from said tales or if this was merely part of his act.

1985 FILMATION POP ANIMATED SERIES

In his final Filmation appearance, Trap Jaw once again teamed up with Beast Man, [illegible] and demonstrated a new attachment which allowed him to fly.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series gave a new and mysterious glimpse into Trap Jaw's origins. First appearing as Kronis, he was a blue-skinned member of Skeletor's forces who was part of the assault

[illegible] of [illegible], Trap Jaw [illegible] the [illegible] metallic jaw and cybernetic arm years later as one of Skeletor's Evil Warriors. As in the Filmation series, he could ingest certain metals: [illegible], which gave him additional strength, and [illegible], which sapped it.

Though somewhat dull witted, Trap Jaw was a fierce and loyal warrior on the battlefield who displayed a more lighthearted side [illegible] closed doors.

[illegible] MYCREATIONS MOTU COMICS
Building on his portrayal in the 200X animated series, the MVCreations comics presented details about Kronis's transformation into Trap Jaw. After Skeletor and his forces were trapped behind the Mystic Wall, Kronis questioned Skeletor's authority and was banished from Snake Mountain to survive on his own in Eternia's Dark Hemisphere. Kronis amassed an enormous army and assaulted his former master's stronghold. He confronted Skeletor and was met with crippling blows to his lower jaw and arm. Impressed by Kronis's ingenuity, Skeletor spared his life. Tri-Klops fashioned the metallic jaw and cybernetic arm that became his trademark weaponry.

Evil-Lyn remarked that Trap Jaw was a coward after all. Trap Jaw revealed that he was serving Skeletor but would betray and kill him when he saw his chance.

[illegible] MOTU CLASSICS
In Classics, Kronis was an insane criminal from the Dimension of Infinita. For a time he worked as a thief and mercenary alongside his friend [illegible] but Kronis [illegible] him to escape from a [illegible]. Later Kronis was an inmate in an intergalactic prison until Keldor freed him and several other Evil Warriors to fight at his side. Kronis became Trap Jaw in a manner similar to the events in the 200X MVCreations comics, but as Trap Jaw he was a loyal warrior of Skeletor and fought alongside him against their enemies in the Second Ultimate Battleground.

2012 DC MOTU COMICS
The 2012 DC comics offered yet another backstory for Trap Jaw. Kronis was a shady trader who dealt in weapons, technology, and information, offering his wares to the highest bidder. During a robbery, He-Man threw a crushed blaster rifle at Kronis to prevent his escape and shattered his jaw. It took Kronis a long time to travel back to his workshop. He lost a lot of blood and only the [illegible] at his workshop managed to save his life, transforming him into Trap Jaw. The [illegible] provided Trap Jaw with a cybernetic right arm, which he could transform at will into different weapons.

Unlike in other canons, Trap Jaw was not especially loyal to Skeletor. He played the forces of evil against one another. He wanted to exact revenge from He-Man and claimed to be playing "the long game."

During the final battle with Skeletor, a bomb went off in Tri-Klops's lair. Trap Jaw and Beast Man were caught in the explosion and appeared to have perished.

[illegible]

TRAP JAW II

AFFILIATIONS
Skeletor's Evil Warriors

WEAPONRY
Arm cannon

SPECIAL ABILITIES
[illegible]

[illegible] MOTU CLASSICS
Trap Jaw II was an Evil Warrior [illegible] by Skeletor and Evil-Lyn on the Moon of [illegible]. He fought in the Third Ultimate Battleground for Skeletor and the Unnamed One. Surviving the conflict, he remained loyal to Skeletor during the ongoing battles with [illegible].

[illegible]

TRETLUS

WEAPONRY
[illegible]

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Tretlus was an intergalactic trader and [illegible] of the [illegible]. A former schoolmate of Master Sebrian, Tretlus referred to him as an old bookworm. Tretlus [illegible] that he [illegible] his own [illegible] appearance and vigor to a [illegible].

TRI-BEAST

AFFILIATIONS
Revenge Squad

WEAPONRY
[illegible]

SPECIAL ABILITIES
[illegible]

[illegible] MOTU CLASSICS
Tri-Beast was a member of Lady Slither's Revenge Squad. He [illegible] through a crack in space-time made by the Unnamed One.

[illegible]

TRI-KLOPS

TITLES
Evil Spy for Skeletor
The Hunter
[illegible]

OTHER NAMES
Dr. T. E. Scope
[illegible]
Tri-Klops, the Hunter

AFFILIATIONS
Evil Warriors
Monster Warriors
Demons of Evil
Evil Horde
[illegible]

WEAPONRY
Longsword

SPECIAL ABILITIES
Panoramic vision
Night vision
Distovision
Gammavision
Spot vision?
Projecting energy blasts, bright lights, fireballs, and lasers from eyes
[illegible]
Superhuman strength
[illegible]

1983 DC MOTU MINICOMICS

An expert fighter, bounty hunter, and swordsman, Tri-Klops wore a mechanical visor with three eyes. The eyes endowed him with panoramic vision, capable of seeing in all directions at once. Additionally, he could use specific eyes to see in total darkness, project bright light to blind his enemies, and observe over great distances.

Known as the Hunter, Tri-Klops was a magnificent fighter with incredible strength and reflexes. He was once able to knock Battle Cat unconscious with just one punch. Tri-Klops came into Skeletor's service when the Lord of Destruction hired him to defeat He-Man. Tri-Klops eagerly accepted this opportunity to test He-Man's title of "the most powerful man in the universe." Tri-Klops was ultimately bested by He-Man, but not before the three-eyed warrior defeated Battle-Cat, Ram Man, and Teela.

Despite his evil leanings, Tri-Klops displayed a certain nobility. He saved He-Man from a cowardly sneak attack by Skeletor. Nevertheless, he remained in Skeletor's employ.

[illegible]

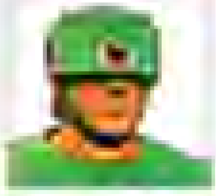
1983 FILMATION MOTU ANIMATED SERIES

Tri-Klops appeared only rarely in the Filmation series and was portrayed as cunning, quiet, and reserved, without the typical humorous bumbling that characterized many of the Evil Warriors. Similar to his minicomic appearances, his three eyes were different shapes: A square eye provided normal vision, a triangular eye provided Gammavision to see through solid objects and project energy blasts, and a circular eye provided Distovision to see over great distances.

Tri-Klops worked best when teamed with Evil-Lyn, but unlike her, he was completely loyal to Skeletor and was very cautious about betraying his master. His greatest weaknesses came in the form of severe dizziness and blurred vision if his visor was spun by an adversary.

1985 GOLDEN MOTU BOOKS

The Golden books provided a backstory for Tri-Klops. Originally from Earth, Dr. T. E. Scope served as a scientist aboard Marlena's spaceship. When the ship crashed on Eternia's Dark Hemisphere, a great evil magic transformed Dr. Scope into Tri-Klops.



1986 UK WORLD MOTU ANNUALS

The World annuals established Tri-Klops as a mercenary and bounty hunter hired by Skeletor to boost his ranks. In contrast to the Filmation series, his Gammavision enabled him to see around corners.

1984 GERMAN MOTU AUDIO PLAYS

Though mostly consistent with other portrayals, the German audio plays gave Tri-Klops the strange ability to telepathically communicate with Fisto, viewing through the robot's eyes from afar. It remained unclear whether his visor granted him this ability or if Tri-Klops had telepathic abilities on his own. As the Scout of Evil he was a valuable spy for Skeletor and generally worked alongside Beast Man and Trap Jaw.

1986 UK MOTU COMIC MAGAZINES

1986 BRAZILIAN ESTRELA MOTU MINICOMICS

The Brazilian MOTU minicomics presented a different side of Tri-Klops. When he was betrayed by Skeletor and the other Evil Warriors, Tri-Klops was stranded with He-Man in another dimension. The enemies worked together to survive and escape. Afterward, Tri-Klops assured the Heroic Warriors that his path would always be evil, though he expressed some doubts to himself about whether or not he was making the right choice.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In contrast to other canons, the MYP series established Tri-Klops as a cunning and ingenious inventor. He developed a wide range of devices and vehicles from his workshop at Snake Mountain to assist in Skeletor's conquest of Eternia. While Tri-Klops never plotted to betray Skeletor as Evil-Lyn would, the crafty inventor did occasionally venture out on his own, on one occasion attacking the Royal Palace with an army of Bone Warriors. He also dispatched Doomseekers on reconnaissance missions. His visor could project beams of varying colors and fireballs, provide telescopic vision, interface with equipment, and scan and analyze energy fields.

2002 MVCREATIONS MOTU COMICS

Following in the footsteps of the MYP animated series, the MVCreations comics presented some details regarding Tri-Klops's backstory. One of Keldor's earliest recruits, he started off as a swordsman who was blinded by a magic spell and ended up in Keldor's employ. He was later given the visor which, enhanced with magic, provided him with a variety of abilities and also forced him to serve Skeletor loyally.

2010 MOTU CLASSICS

The Classics canon blended details from earlier portrayals in its own biography for Tri-Klops. Tydo "Dominus" Scoza was an intergalactical bounty hunter and tracker when Skeletor recruited him during the Great Unrest. An accident blinded the warrior, prompting him to employ his talent for invention by creating his visor. He wore to regain and enhance his sight with Gammavision, Thermavision, and night vision. He created cybernetic enhancements for other Evil Warriors as well, including Trap Jaw and Jitsu, and built Fisto.

2012 DC MOTU COMICS

The 2012 DC comics portrayed a Tri-Klops who swapped allegiances on more than one occasion between the Horde and Skeletor's Evil Warriors. He was ordered by Hordak to retrieve He-Man's blood, a mission which he successfully completed.

During the final war Tri-Klops was revealed as a double agent who had been working for Skeletor all along when he turned off the force field surrounding Castle Grayskull. He captured Man-At-Arms when he returned from orbit and subjected him to the Slime Pit. Unbeknownst to Tri-Klops, Man-At-Arms planted a small explosive inside his visor. During the final war Tri-Klops was revealed as a double agent who had been working for Skeletor all along when he turned off the force field surrounding Castle Grayskull. He captured Man-At-Arms when he returned from orbit and subjected him to the Slime Pit. Unbeknownst to Tri-Klops, Man-At-Arms planted a small explosive inside his visor. When the bomb went off it vaporized Tri-Klops, along with Beast Man and Trap Jaw, and knocked out the shields around Grayskull, this time allowing the heroes to enter the castle.

TRILOCK

AFFILIATION: Ugly Bunch

WEAPONRY: Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Trilock was the leader of a criminal gang called the Ugly Bunch and elder brother of Bi-Lock the Kid. Trilock was said to be even tougher than his brother. He and his men attempted to free Bi-Lock when he was imprisoned at the [illegible] City jail. He was defeated by He-Man and [illegible], ending their reign of terror.

TROG

AFFILIATION: Dwarves

WEAPONRY: Sword

SPECIAL ABILITIES: Mining

1983 LADYBIRD MOTU BOOKS

Trog was the leader of the dwarves of the [illegible] Mountains. He was close friends with Man-At-Arms, who often visited to purchase the metal that the Dwarves mined.

TUB

SPECIAL ABILITIES: Sorcery

[illegible]

Tub was a famous wizard who lived in the village of [illegible] in the Orange Mountains. His nephews were Rubadub and Dub. He and the other villagers were taken away when the Evil Horde invaded and were under Shadow Weaver's control for a time.

TUFOS

2013 MOTU CLASSICS

Tufos was an [illegible] general who led [illegible] after [illegible] death. When [illegible] discovered that Tufos was secretly allied with the evil Order of [illegible], he was exiled.

TUG O'WAR

TITLES: Human Master of the Cosmic Enigma

SPECIAL ABILITIES: Flight, Space Travel

AFFILIATIONS: [illegible]

WEAPONRY: Magic [illegible]

MOTU CLASSICS

Tug O'War appeared when the Unnamed One cast the Spell of Separation, threatening to destroy Eternia. While an alliance of good and evil spell casters organized by the Sorceress Teela was unable to counteract the Spell of Separation, Tug O'War's magic lasso encircled the planet and held the two hemispheres together easily. Tug O'War claimed that he only appeared when the balance of the entire cosmos [illegible], preferring to restore balance rather than create chaos. With Eternia safe, Tug O'War departed through a space portal, declaring that his work was finished and the Eternians would not see him again.

TULLAMORE

SPECIAL ABILITIES: Magic, Teleportation

[illegible]

Tullamore was [illegible] loyal [illegible] and protector of the Forgotten Forest. His enormous magical abilities were connected to the forest. He was charming but very protective of his home. Tullamore became enraged if he felt his home was being threatened.

TUNG LASHOR

TITLES

[illegible]

WEAPONRY

[illegible]

OTHER NAMES

[illegible]

SPECIAL ABILITIES

[illegible]

AFFILIATIONS

[illegible]

MOTU MINICOMICS

[illegible]

UK WORLD MOTU ANNUALS

[illegible]

GERMAN MOTU AUDIO PLAYS

[illegible]

FILMATION MOTU ANIMATED SERIES

[illegible]

[illegible]

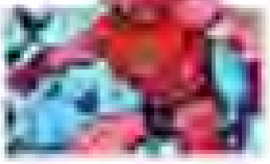
[illegible]

MARVEL STAR MOTU COMICS

[illegible]

UK MOTU COMIC MAGAZINES

[illegible]



BRAZILIAN ESTRELA MOTU MINICOMICS

[illegible]

GERMAN EHAPA MOTU COMICS

[illegible]

Additionally he could project beams from his mouth during battle. Though Tung Lashor was a Snake Man serving under King Hiss, the Snake Men were often allied with the Evil Warriors or the Horde, and so he frequently fought among their ranks as well.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series depicted a much larger Tung Lashor who was loyal to King Hiss and extremely distrustful of Kobra Khan, whom he regarded as inferior.

2012 MOTU CLASSICS

The Classics provided a few interesting changes and details about Tung Lashor. Originally named [illegible], Tung Lashor was one of the [illegible] and [illegible] of the Snake Men. Evil-Lyn magically [illegible] him to serve Skeletor for a time. Though he returned to King Hiss's service, both he and Rattlor defected to the Horde when Kobra Khan manipulated King Hiss [illegible].

When the Horde and the Snake Men joined forces during the Second Ultimate Battleground, Tung Lashor fought against the Masters of the Universe. He was destroyed with the rest of the Snake Men when Orko used the Spell of Separation.

2013 DC MOTU COMICS

The DC comics portrayed Tung Lashor as one of the Snake Men who worshipped [illegible], the [illegible] of Serpos. A general of the Snake Men army, Tung Lashor commanded a [illegible] Cavalry near Mount [illegible], fighting against the Horde. He was destroyed when King Hiss took the final revenge.

[illegible]

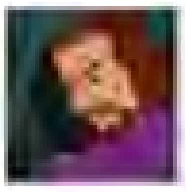
TUNG LASHOR II

AFFILIATIONS
Skeletor's Evil Warriors

2012 MOTU CLASSICS

Tung Lashor II was an Evil Warrior [illegible] by Skeletor and Evil-Lyn on the [illegible]. He fought in the Third Ultimate Battleground for Skeletor and the Unnamed One. He was a [illegible] being with a long, sticky tongue. It was unknown whether he had any connection to the original Tung Lashor.

TURRON



1986 FILMATION POP ANIMATED SERIES

Turron was a family man who was imprisoned by the Horde on [illegible] Island in an effort to blackmail his daughter [illegible]. [illegible] and [illegible], he was willing to spend the rest of his life imprisoned if it ensured [illegible] safety.

TUSKADOR

OTHER NAMES
[illegible]

WEAPONRY
Armored tusks

AFFILIATIONS
Galactic Guardians

SPECIAL ABILITIES
[illegible]

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Tuskador was one of the [illegible] later recruits, joining the team with [illegible] and [illegible]. He was [illegible] at the Primus [illegible] and volunteered to go on an extremely dangerous mission. Afterward, he was made a full time member of the team.

Tuskador wore a helmet with elephant-like tusks that he used in battle when charging his opponents or to toss them aside. He was an intelligent and strong fighter capable of [illegible] his enemies' strengths and weaknesses. He [illegible] in the training of new recruits to the Primus military and the Galactic Guardians.

[illegible]

TWISTOID

TITLE
Evil Energy Cyborg

WEAPONRY
Scythe
[illegible]
[illegible] Sword

AFFILIATIONS
Evil Warriors
Energy Zoids

SPECIAL ABILITIES
Spinning at incredible speed
[illegible]

1986 MOTU MINICOMICS

Twistoid was an Energy Zoid [illegible] created by Skeletor, who used [illegible] to unleash this mechanical [illegible]. While Skeletor [illegible] intended to create an army of robots with [illegible], he only succeeded in creating Twistoid before his plan was foiled by He-Man and [illegible].

Twistoid could spin at incredibly fast [illegible] while hitting [illegible]. Unlike [illegible], who was a human cyborg, Twistoid was a robot. Thus, Twistoid could not be hurt and was relentless in his attacks.

2013 MOTU CLASSICS

Consistent with his minicomics portrayal, the Classics canon further established that Twistoid fought off against the [illegible] during the Second Ultimate Battleground. While destroyed [illegible], Twistoid was [illegible] when his computerized brain was transferred to a [illegible]. In this new form, he became a self-aware [illegible] serving Skeletor.

TWO BAD

TITLES
Double-Headed Evil Strategist
Strategist of Terror

OTHER NAMES
Baddhra
Tuvar
Blue Head
Yellow Band

AFFILIATIONS
Evil Warriors
Demons of Evil

WEAPONS
Mace

SPECIAL ABILITIES
Inventing
Bounty hunting
Creating the illusion of splitting his body into two warriors

1983 FILMATION MOTU ANIMATED SERIES

Two Bad's pair of dull-witted heads argued with one another frequently in the Filmation MOTU series. His indecisiveness led to numerous mistakes which, in turn, led to Skeletor's wrath. He did, however, seem to possess some skill piloting the Roton.

1985 MOTU MINICOMICS

Though the minicomics also portrayed the Evil Warrior Two Bad's propensity for arguing with himself, they also depicted him as a mighty warrior and strategist. Two Bad's appearance was quite monstrous. Both of his heads were hideous, and he had a purple half and a blue half. Although Two Bad's argumentative nature sometimes led to his downfall, he was a powerful combatant and not to be taken lightly.

1986 GERMAN MOTU AUDIO PLAYS

Dubbed "the Strategist of Terror," Two Bad was brought to Snake Mountain by Evil-Lyn in the German audio plays. Unlike other media, Two Bad's two heads did not argue with one another and spoke with a single voice.

Two Bad proved his worth when he snuck into the Royal Palace and discovered the only weakness of He-Man's Battle Armor. He further [illegible] against the jealous Modulok, who wanted to be the only two-headed monster on Eternia. Thanks to these displays of physical and intellectual prowess, Skeletor made him a member of the Evil Warriors.

1986 UK MOTU COMIC MAGAZINES

The UK comics portrayed Two Bad as a master inventor with a workshop in a cavern near Snake Mountain. Although his two heads were constantly bickering, when they combined their brainpower they could make an effective team. Here, his two halves were individually named Blue Head and Yellow Band. Each would attempt to take credit for collective successes and blame the other for failures. Though Skeletor never doubted Two Bad's abilities, he feared that this monster would one day become too powerful with his twin brains. Indeed, Two Bad planned to oust Skeletor after they'd dealt with He-Man and place himself on the throne.

[illegible]

1987 ITALIAN MAGIC BOY MAGAZINES

Two Bad possessed an interesting ability in the Italian Magic Boy magazines. He could create an illusion that made it appear as if his halves had split into two distinct warriors. He also claimed to possess an iron fist.

Two Bad's blue half showed a good side in Magic Boy. A kidnapped Teela once told Two Bad's blue side that she always felt sympathy for him but found his purple side annoying. Because of this, the blue half of Two Bad developed a fondness for Teela. When Teela was in grave danger of falling from a great height, Two Bad's blue side saved her life. Teela later returned the favor when she stopped He-Man from unleashing his sword on the already defeated villain.

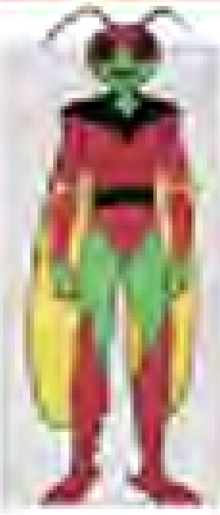
2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series provided the first complete origin story for Two Bad. The bounty hunters Tuvar and Baddhra were brought to Snake Mountain during Skeletor's search for mercenaries capable of dealing with He-Man. While Tuvar was cunning, disciplined, and skilled with a wide variety of advanced weaponry, Baddhra was fierce and powerful. Impressed by both, Skeletor hired them to dispose of He-Man. Their mutual enmity and inability to work together resulted in their continued failure. As punishment, Skeletor magically fused

them into the single being Two Bad. As one body, Two Bad was proficient in weapons and powerful.

Two Bad became determined to find a way to separate himself into Tuvar and Baddrah once again. He found the Spell of Separation and misread it as a spell to separate the body. As a result, he almost tore the whole planet in half.

TYCOOR



AFFILIATIONS
Tycoons

SPECIAL ABILITIES
Flight
Projecting Lasers from Eyes

1985 FILMATION MOTU ANIMATED SERIES
Tycor was the hotheaded leader of the Tycoons. He joined with Skeletor to gain food for his people. His stubbornness eventually softened and he joined the heroes.

TYN-MAH

AFFILIATIONS
Elders of Eternia

WEAPONRY
Sword of Evil

SPECIAL ABILITIES
Sorcery

[illegible] UK PRINCE OF POWER MAGAZINE
Tyn-Mah was a rogue member of the Elders of Eternia who, being unable to reach the same level of power as his fellow Elders, became jealous and resentful. After Kaldar forged the twin Swords of Power and Protection, Tyn-Mah started down a darker path. He grew resentful of the people of Eternia because he was not being recognized for his abilities. The rogue Elder began to forge the Sword of Evil so he could wield the most powerful evil magic in the universe. Kaldar and the other Elders caught Tyn-Mah in the act and banished him into a timeless void.

TYRELLA

SPECIAL ABILITIES
Sorcery

1985 FILMATION MOTU ANIMATED SERIES
A powerful witch queen from Eternia's past, Tyrella and her sorcerer king Damon were the last rulers of the City of the Ancients. For many years, Tyrella's spirit remained trapped within a mask bearing her likeness. She was released when Orko found and wore the mask. Tyrella possessed great power and was very single-minded, with a tendency to underestimate her opponents. When the Sword of the Ancients passed beyond her reach, Tyrella's physical form disappeared.

TYTUS

TITLES
Heroic Giant Warrior

AFFILIATIONS
Masters of the Universe

WEAPONRY
Body Snatcher (Warrior Snatcher)

SPECIAL ABILITIES
Strength

[illegible] MOTU TOY LINE
Tytus was a heroic giant warrior who lived during Preternian times and fought for peace. He and other giants came from an incredible place called Bonanza Valley. Tytus was an adversary of King Hiss and the Snake Men and ally to He-Ro. He wielded a unique weapon called the Body Snatcher, with which he could grasp his enemies by the head and lift them high into the air. He could then throw them a great distance if he so chose.

[illegible] MOTU CLASSICS
Tytus was a giant who fought for peace alongside King Grayskull and He-Ro during the Great Wars on Preternia. Tytus originally came from the Mountains of Perpetua, where he watched over a herd of Dinosaurs. When his herd began to develop strange techno parts from the Techno-Organic Virus sent to Eternia by Horde Prime, Tytus left his home in search of a cure. Instead, he and several other giants joined forces with King Grayskull against the evil posed by the ruthless Snake Men and Horde invaders.

To counter the giants, who gave King Grayskull an advantage, Hordak animated the body of the evil giant Megator. During a temporary truce between the major powers on Preternia, Tytus helped construct one of the Three Towers. When the truce ended, Tytus fought against the Horde and the Snake Men during the First Ultimate Battleground. When his friend He-Ro sacrificed himself to save King Grayskull, Tytus threw Megator into the jaws of the Central Tower, killing him. Tytus attended He-Ro's funeral. Later, Tytus helped build Castle Grayskull, honoring his fallen comrade He-Ro by crafting the castle's façade to resemble the symbol on He-Ro's cape.

[illegible]

CHARACTERS

UNDERSEA KING

1986 BRAZILIAN EDITORA ABRIL COMICS

The lobster-like Undersea King ruled Eternia's Undersea Kingdom in the Editora Abril comics. The [illegible] king had a reddish carapace and claws, and wore a blue cape. The symbol of a crown was emblazoned upon his chest. The king and his people were very protective of the Sacred Trident in their possession.

UNNAMED ONE

TITLES
[illegible]

OTHER NAMES
Gorpo

WEAPONRY
Wand

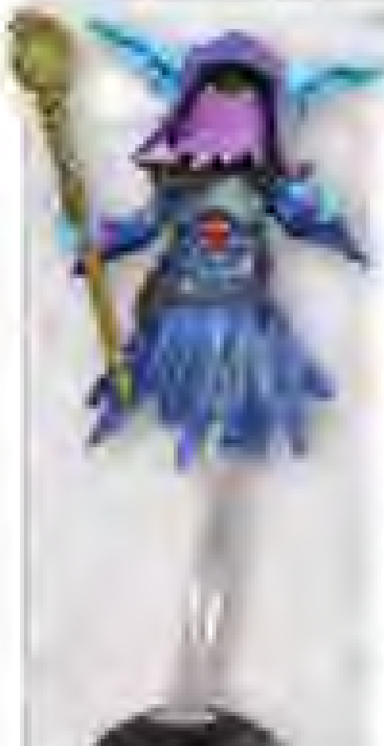
SPECIAL ABILITIES
Sorcery

AFFILIATIONS
Overlords of Trolla
[illegible]

1990 MOTU MINICOMICS

The Unnamed One was an unspecified deity, entity, or individual whom King Hiss served in Preternian times. Nothing was revealed about the Unnamed One, apart from their assumed power.

[illegible] the Unnamed One [illegible]



[illegible] MOTU CLASSICS

The Classics canon gave the Unnamed One a new and complex mythos. After the Aura of the Gods passed through the five Dimensions in a cosmic pulse of creation, Gorpo and the Overlords of the Timeless Dimension on Trolla captured and infused it into the magic [illegible] of the [illegible]. Gorpo believed that the universe would descend into chaos without one powerful ruler and aimed to become that ruler. He betrayed his fellow Overlords and attempted to steal the sword, but they [illegible] and, with their combined force, banished him into the [illegible] Unnamed Dimension. Stripped of his name, Gorpo became the Unnamed One, referred to only in whispers and ancient myths. He secretly [illegible] plot a way to claim the Power he believed should be his.

During his exile, the Unnamed One discovered a way to combine the DNA of three cold-blooded alien races to create the Snake Men. He sent them back to the Eternian Dimension to conquer and rid magical worlds. He hoped to find the Starseed, the original instrument of creation used and later hidden by the gods, knowing that he could access its power with the Sword of He. He sent King Hiss to Eternia in search of the Starseed, but the king and his Snake Men were banished into the Void. The Sword of He passed from He-Ro to King Grayskull and was finally split in two and hidden by the Goddess.

The Unnamed One was forced to wait five thousand years for a chance to obtain the Starseed and the Sword of He. During that time, his Snake Men escaped the Void, only to eventually be destroyed when Orko used the Spell of Expulsion.

Forced to seek other means of obtaining the power of the universe, the Unnamed One turned his attention back to Trolla. When Horde Prime destroyed the Rapdos crystal, he shattered the barriers between dimensions and allowed the Unnamed One to gain access to Trolla once more. He enlisted Lady Slither and his Revenge Squad to break into the Overlords' Temple of Power, but they met with resistance from the Defenders of Trolla.

After many failed attempts through time and space to obtain the Sword of He, the Unnamed One eventually escaped from the Nameless Dimension with Skeletor's help and stole the Starseed from Eternia. Close to achieving his long-held goal, he fought in the Third Ultimate Battleground against He-Ro II (Prince Dare) and the Masters of the Universe. While the Unnamed One was distracted by [illegible], Dare imprisoned him with the very sword he had coveted for so long.

U-R

WEAPONS
Built-in defenses

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

U-R was a small robotic assistant to the Scientists of Primus and a good friend of Gleep. He moved around on a set of tread wheels but could also walk on two feet if needed. He had an inbuilt homing device which could track the scientists' locations.

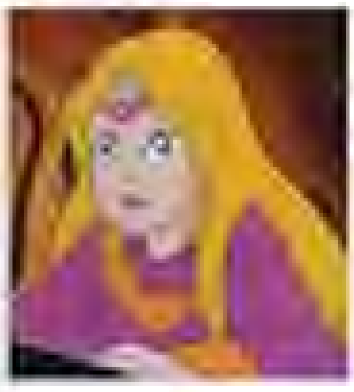
[illegible]

UTAH

1986 BRAZILIAN EDITORA ABRIL COMICS

Utah was the heroic leader of Eternia's [illegible] civilization of Atlantis. He wore a golden helmet ornamented with a white bird. The [illegible] warrior also carried a golden blaster.

VADORA



AFFILIATIONS
Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Vadora was a young alien girl who was rescued from the hands of the Mutants by the Galactic Guardians. Vadora claimed that her parents had been killed by the Mutants. She was taken in by [illegible]. In reality, she was a cybernetic creation of Skeletor, who had used the parts from her ship to assemble the nearly invincible Juggernaut. He-Man managed to defeat Vadora before the Juggernaut could destroy Primus, and she was reprogrammed by Gleep.

VEENA

TITLES
Heroic Guardian of Power

OTHER NAMES
Queen Grayskull

AFFILIATIONS
King Grayskull's Masters of the Universe

WEAPONRY
Staff

SPECIAL ABILITIES
Sorcery
Shape-shifting into a bird

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Veena was King Grayskull's wife. A powerful magic user, she was able to transform into a bird. She provided valuable reconnaissance about the actions of her husband's enemies. When Grayskull died, she vowed to guard the castle until she was no longer able, and to find a replacement when that time came, becoming the first Sorceress.

2008 MOTU CLASSICS
The Classics canon provided additional details about Veena's life after fighting in the First Ultimate Battleground and assuming the role of guarding both Castle Grayskull and the Orb of Power. With the help of the Elders and her apprentice Vikanda (the Goddess), Veena split the Sword of He in two halves. She foresaw that Grayskull's descendant would one day prove his worth by reuniting the halves. Veena protected Castle Grayskull into extreme old age, but before she died, she secured a new Sorceress to protect it and its secrets.

2012 DC MOTU COMICS
In the 2012 DC comics Veena possessed the ability to see visions which she reported to King Grayskull.

VEETA

AFFILIATIONS
People of Primus

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Veeta was Mattrus's young daughter. Her father was a doctor from the village of Zephos.

VER-GANT

1985 GOLDEN MOTU BOOKS
Hailing from another dimension, Ver-Gant was the archnemesis of A-Zo and gave Skeletor the Thought Machine.

VERDOR

AFFILIATIONS
Darni

1983 FILMATION MOTU ANIMATED SERIES
Verdor was the arrogant leader of the Darni, a small group of humans advanced beings who lived on the war-torn planet Mono. In order to amuse themselves in the aftermath of the Great War, they watched and gambled on dragon fights in their arena. Verdor eventually saw the error of his ways and swore to rebuild Mono alongside Cora and Eylon.

VERONA

AFFILIATIONS
Great Rebellion

SPECIAL ABILITIES
Bravery
Leadership

1986 MOTU NEWSPAPER STRIPS
Verona was a free-spirited Etherian who, along with her entire village, was enslaved by Hordak. She and her village were taken to Eternia's past in order to mine the ore that was used to build Castle Grayskull. She led her fellow slaves in revolt against the Horde after her father's death. Marlo, another villager, was in love with her. When Verona met Prince Adam, she was initially suspicious until he informed her that he had fought with Adora at Bright Moon, and a love triangle developed between Verona, Adam, and Marlo.

VISSER

AFFILIATIONS
Great Rebellion

1985 FILMATION SHE-RA ANIMATED SERIES
Visser was a Quillwitch villager who desperately tried to persuade his companions, Bura and Tham, to join him in rebelling against the Horde.

VICE PRESIDENT ETOR

AFFILIATIONS
Mytor

WEAPONRY
Blaster

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Etor was the vice president of the Mytor under President Pell. Though he was a politician, he was known as the greatest pilot on the planet Primus and was more than ready to spring into action. He personally led the Mytor space force into battle on a few occasions.

VIDDA

1986 UK MOTU COMIC MAGAZINE
Vidda was on the council of Sain Town, a village located in the Night Zone on Eternia.

VIKOR

TITLES
He-Man of the North

WEAPONRY
Sword of He
Battle axe

SPECIAL ABILITIES
Superhuman strength
Endurance

[illegible] MOTU CLASSICS
In the aftermath of King Grayskull's death, the Goddess began selecting warriors to serve as guardians of the Sword of He while Eternia awaited the true heir of Grayskull. Her first choice was Vikor, a barbarian warrior from the North and a master of the battle axe. Vikor's legend grew quickly as he vanquished many agents of evil seeking the mighty sword, including the remaining renegade Snake Men. He also defended the Valley of Elnor from the Fighting Foe Men. His years as a guardian of the sword were few, but his was one of the first and most important contributions to the legend of Eternia's great heroes.

[illegible]

VIZAR

AFFILIATIONS
Galactic Guardians
People of Primus

WEAPONRY
Blaster

SPECIAL ABILITIES
Deception
Illusion
Disguise

[illegible] UK WORLD MOTU ANNUAL
Vizar came from Olympia, a city on the Primus eastern continent of Opal. As part of the Galactic Council, his skills in deception, disguise and illusion made him a valuable asset to the Galactic Guardians.

[illegible]

[illegible] BRITAIN'S MOTU COMICS
Vizar was known on Primus as a master spy. His telepathic powers enabled him to read the minds of other people. With enough concentration, Vizar was able to break mind spells, which he did to free Darius from Skeletor's evil influence. He also could reach into the minds of his enemies and change their intentions.

[illegible]

[illegible] ITALIAN MAGIC BOY MAGAZINES
In the Italian *Magic Boy* comics, an early concept design was used for Vizar in these stories. He wore a red cape and helmet, a yellow visor, and briefs instead of pants. Vizar was a stalwart member of the Galactic Guardians.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Vizar was one of the earliest members of the Galactic Guardians. Observant and soft spoken, he was a capable pilot of an [illegible]. He was always seen with a visor over his eyes and possessed extrasensory abilities which allowed him to detect the paths of laser blasts before they hit their targets.

[illegible]

VOKAN

WEAPONRY
Eye of Amagonia

SPECIAL ABILITIES
Strength

1985 FILMATION MOTU ANIMATED SERIES
The noble Vokan was the greatest of the warriors of Stone City. He was awakened from his statue-like sleep by the Life Bringer machine. His incredible strength was coupled with the Eye of Amagonia, a device which emitted blasts powerful enough to bring down the Jaw Bridge of Castle Grayskull. His primary objective was to rescue his people. Evil-Lyn managed to trick him for a time into helping her attack Grayskull, but Vokan soon saw the truth and joined forces with He-Man instead.

VOLA-REE

1985 FILMATION MOTU ANIMATED SERIES
An elderly farmer, Vola-Ree appeared before the Keepers of the Temple of the Sun, wanting to be strong again so he could continue to work his farm and feed his family. Proving his goodness, he passed the Keepers' test of character and received new strength from the power of the Sunstone.

VOLCANO MAGUS

SPECIAL ABILITIES
Sorcery

1986 EUROPA POP AUDIO PLAY
The Volcano Magus, a truly evil being, resided within a volcano on the Dark Side of Etheria beneath the river that flowed past the Crystal Castle. Living in a dark area of doom, he could not stand to see She-Ra and her friends living in a shiny, bright world. He regularly sent dark clouds across the river. Rarely interfering directly, he acted as a consultant for Catra and equipped her with enchanted objects to use in her schemes. Unknown to Catra and Glimmer, it was the Magus's evil influence that fueled their jealousy and inspired them to stand against She-Ra. The shadowy Volcano Magus was the most dangerous threat for the Princesses of Etheria.

VORMUS

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
An associate of Shokoti, Vormus was a blue-skinned merchant who dealt in potions and spells from his shop in Eternia's Dark Hemisphere.

VULTAK

WEAPONRY
Zoo Animals

SPECIAL ABILITIES
Flight

1985 FILMATION POP ANIMATED SERIES
Sinister and devious, Vultak was a vile member of the Horde who oversaw the Fright Zone's zoo, assisted by his hovering Robotic Zootons. In addition to being able to fly, he could cloak himself in shadow, allowing him to creep up on his prey unnoticed. Eventually, his animals were freed by She-Ra, and the Princess of Power locked him up as they had been.

2014 MOTU CLASSICS
Vultak was the sadistic keeper of the Horde menagerie. He could fly and possessed an amulet which transformed him into an all-consuming shadow. Vultak became Stratos's mortal enemy after the villain slew many Avionians at the Battle of Karakmas. He later sought the components of the Sunstone, which he planned to fire at Avion.

2013 DC MOTU COMICS
In contrast to his Filmation portrayal, the vulture-like Vultak led Horde aerial forces in battle. His most sinister mission was to kidnap a young Prince Adam, but he was stopped by Prince Keldor.

Later, Vultak led a Horde aerial attack on Eternia. He was intercepted by She-Ra and Stratos and taunted the latter by telling him he had slain countless Avionians. A determined Stratos battled Vultak and successfully knocked the villain out of the sky.

VYKRON

TITLES
Ultimate Eternian Champion

WEAPONRY
Shields
Battle Axe
Cannon Blaster

SPECIAL ABILITIES
Adaptive fighting style
Proficient wielding of [illegible] weapons

[illegible] MOTU CLASSICS
[illegible]

[illegible]

[illegible] DC MOTU COMICS
[illegible]

WAR MINISTER OF DENEBRIA

[illegible] MOTU COMICS
[illegible]

WAR WRAITH: SEE MAN-AT-ARMS

WARDEN UMPTY

AFFILIATIONS
Trollans

[illegible]
[illegible]

WARLORD

WEAPONRY
Sword

SPECIAL ABILITIES
Leadership
[illegible]
Swordsmanship

[illegible]
[illegible]

WEBSTOR

SERIES
Evil Masters of Sorcery
The Scary Spider-Man

OTHER NAMES
Arachna

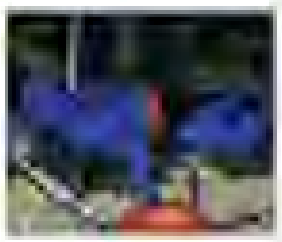
AFFILIATION
Evil Warriors
Council of Evil
Dominion of Evil

WEAPONRY
Grappling hook
Blaster rifle
Sword

SPECIAL ABILITIES
Agility
Scaling tall structures
Controlling spiders
Escaping anything
Multilingualism
Inventing traps

1983 FILMATION MOTU ANIMATED SERIES

One of Skeletor's more intelligent Evil Warriors, the spider-like Webstor often teamed up with Kobra Khan on missions. A talented spy and infiltrator, Webstor was one of the few denizens of Snake Mountain who traded insults with Skeletor. Extraordinarily agile, Webstor moved like a spider, evading capture and leaping extreme distances. The pack on his back contained a grappling hook for scaling tall structures and could fire darts from either side.



1983 MOTU MINICOMICS

Just as he was in the Filmation cartoon, Webstor was a spider-like creature who served Skeletor in the MOTU minicomics. He was the master of any spy and used his grappling hook and web cord to rappel from great heights or to climb sheer surfaces. Webstor was a compulsive escapist and would not hesitate to lie in order to trick and confuse his foes. The arachnid-man was also very tenacious and continued to fight even after Skeletor himself had retreated from battle. Webstor sometimes used a powerful blaster rifle as a weapon and was seen in the company of fellow Evil Warrior Kobra Khan.

1984 GERMAN MOTU AUDIO PLAYS

Dubbed "the Scary Spider-Man," Webstor differed in the German audio plays in several ways from other media, and his sinister appearance made even the bravest of souls uncomfortable. Highly intelligent, he often pointed out flaws in Skeletor's plans and did not hesitate to warn He-Man and the Heroic Warriors if Skeletor was about to unintentionally destroy the planet. He resided in a forest near Snake Mountain populated by spiders (said to be his friends) which followed his orders.

Interestingly, Webstor had a healthy respect for the laws of nature, strongly disapproving of the use of torture and noting that his spiders killed the weak and sickly while sparing the healthy.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

In contrast to earlier depictions, the Condor comics gave Webstor the ability to create webbing, either as organic ropes from his hands or back. He commanded an entire horde of giant spiders and ordered them to consume an imprisoned Prince Adam.

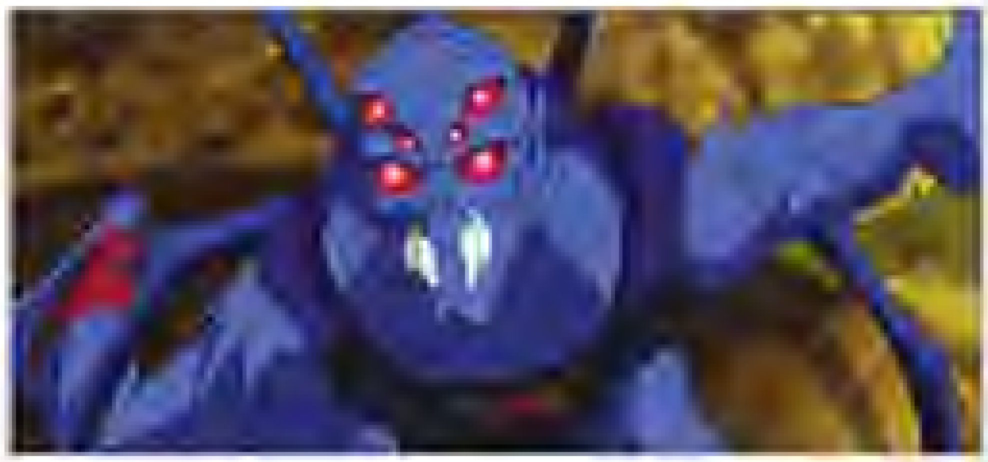
1986 UK MOTU COMIC MAGAZINES

The UK comics depicted Webstor as even more intelligent than its contemporary cousins. Able to solve any puzzle and escape any trap, he found it nearly impossible for the heroes to imprison. Far more than any rewards Skeletor offered, Webstor enjoyed designing traps. When He-Man solved a puzzle to escape from such a trap, Webstor let the hero go, respecting his intelligence. Similarly, when He-Man and Webstor teamed up to solve the riddle of an alien craft, He-Man was so impressed with Webstor's abilities that he extended an invitation to join the Heroic Warriors. Webstor promptly refused, vowing to someday overthrow Skeletor as leader of the Evil Warriors and bring about He-Man's doom. Due to Webstor's incredible intellect and bravery, Skeletor would send him on important missions that he wouldn't assign to any other warrior, but he knew that he could not

trust Webstor and made sure to keep a close eye on him in case Webstor was given a brilliant mind to get the better of Skeletor.

198? GERMAN EHAPA MOTU COMICS
In direct contradiction to the UK comics, the Ehapa comics portrayed Webstor, much like the other Demons of Evil, as a money hungry minion, lusting after gold.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
A cunning strategist, Webstor lurked in the shadows and used webbing to ensnare his foes in the MYP animated series. Generally operating as an independent villain, he joined Skeletor's Council of Evil in a bid to conquer the Masters of the Universe while their guard was down. On a few occasions when he [illegible], he was transformed, growing larger and gaining the ability to spawn an army of spiders. His dreams of conquest were ended when he was ambushed and defeated by the Snake Men.



2008 MOTU CLASSICS
Webstor was once Arachnus, son of Balmus, and one of the last of the ancient Arachna Spider Warriors. His species was driven into underground hibernation by the Snake Men. He woke from his centuries-long slumber beneath Snake Mountain during Skeletor's siege and occasionally allied with him. He employed his various skills to assist Skeletor before and during the Second Ultimate Battleground.

WERBAN

AFFILIATION
[illegible] Primus

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Werban was an outspoken Primus councillor who often questioned Master Sebrian's leadership. He also served as the secretary to the [illegible] Council. He believed that Sebrian's idea to send Hydron and Flipshot to the past to find a hero was a waste of time. Even when he was introduced to He-Man, he still had his doubts, unable to believe that one man could make a difference. He believed the real path to peace was to lower the shield, destroy their weapons, and make the Mutants believe that they meant them no harm.

After an incident when Werban was magically under Skeletor's control and nearly gave up the key to the planet's shield, Werban admitted he had been wrong about both Sebrian and He-Man. His demeanour was humble toward them on future occasions. He did maintain, however, his belief that peace with the Mutants was possible.

WESK

AFFILIATION
[illegible]

WEAPONRY
Sword

198? [illegible] ANIMATED SERIES
Wesk was a young, hotheaded [illegible] who served under Chief [illegible] and was tricked by Modulok. His sharp tongue and convincing manner led many of his fellow [illegible] to follow him into battle against the Snow People.

WHIPLASH

TITLE:
Evil Tail-Thrashing Warrior

OTHER NAMES:
Tiarnan Kraaw

AFFILIATIONS:
Evil Warriors
Minion Warriors
Demons of Evil
Snake Men

WEAPONS:
Spear
Sword
Electro-shocker blade

SPECIAL ABILITIES:
Powerful tail
Strong swimmer
Great strength

1983 FILMATION MOTU ANIMATED SERIES

An inhabitant of the Demon Zone, Whiplash initially served the Demon King Kreal and had a legion of creatures serving him. He became one of Skeletor's most confident and trusted warriors, using his strong tail to throw boulders or cause rockslides. He could track enemies over great distances with his keen sense of smell.

Although loyal to Skeletor, Whiplash actually saved Eternia on one occasion when he traveled to the Royal Palace and warned the heroes about the appearance of the demon Sh'Gora and its impending assault on the planet.

1983 MOTU MINICOMICS

As in other media, the reptilian brute known as Whiplash was one of Skeletor's Evil Warriors in the MOTU minicomics. The lizard-like creature was a mighty combatant whose most prominent feature was his thick, muscular tail. Whiplash could manipulate his tail to deliver devastating blows to his enemies. The tail was so powerful that it could wrap itself around a full-grown man and easily lift him into the air.

Whiplash's simplistic way of speaking indicated that the sluggish reptile possessed a low level of intelligence. However, he more than made up for his lack of brains with ferocious strength and a savage disposition.

1984 GERMAN MOTU AUDIO PLAYS

In their own unique take on the character, the German audio plays established that Whiplash was a lizardoid from the Dragonisland of Wonteria. There, he used the Dragon Walker. He was accompanied by Kobra Khan when both confronted the Masters of the Universe for the first time.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

As depicted in the Interpart-Condor comics, Whiplash was a dangerous Reptile Man who joined the Demons of Evil in their never-ending attempts to conquer Eternia. Originating from the Dragonisland, the warrior used his deadly tail to attack opponents. In fact, he had never lost a fight before He-Man defeated him in hand-to-hand combat. Though he claimed to serve no lord, Whiplash nevertheless fought under Skeletor's command.

1986 UK MOTU COMIC MAGAZINES

1987 GERMAN EHAPA MOTU COMICS

In contrast to other media, the Ehapa comics often depicted Whiplash as being allied with the Snake Men.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP animated series turned Whiplash into a towering, rebellious enforcer among Skeletor's ranks, possessing incredible strength. Little was revealed about his past other than that he had grown up in the underworld of Subternia and was now despised by his people, the Caligars, having apparently betrayed them at some point in the past. He also had underworld criminal connections, and it was he who brought the bounty hunters Tinear and Baddrha to Skeletor's service. Whiplash had a habit of sucking up to Skeletor and considering himself more important than other minions, but Skeletor was as dismissive of Whiplash as he was of his other henchmen, and Whiplash would quickly retreat when faced with Skeletor's wrath.

2010 MOTU CLASSICS

Whiplash was once Tiarnan Kraaw, son of the leader of the Caligars. When his father died, his older brother Ceratus assumed leadership of the Caligar

Seldom. Since he was imprisoned for many years until he made a deal with Keldor and led a raiding party against Randor during the Great Unrest. As punishment for attacking a Caligar city, Grayskull banished him. Tomaz joined Keldor as his new enforcer, Whiplash.

Nearly invulnerable with his thick reptilian hide, Whiplash was stubborn, clever and powerful enough that often only He-Man could defeat him. Despite some failures, Whiplash remained loyal to Keldor, and later Skeletor, during the Second Ultimate Battleground when Hordak drained his power.

WILLEN

AFFILIATION:
Tree People

SPECIAL ABILITIES:
Knowledge of the Old Vine Jungle

[illegible] FILMATION MOTU ANIMATED SERIES
The brave leader of the Tree People of the Crystal Forest, Willen had a deep knowledge of man-eating plantlife and could navigate the dense flora of the Old Vine Jungle.

WILLIAM ELLIS WINSTON

AFFILIATION:
Earthlings

[illegible] MOTU FILM
William Ellis Winston and his wife, Catherine, the parents of Julie Winston, were killed in a plane crash in 1986. Skeletor sent Julie and her boyfriend back in time so that Evil-Lyn could steal William's keys and prevent the Winstons from leaving for the fateful flight.

WISE OLD WIZARDESS

[illegible] POP MINICOMICS
The Wise Old Wizardess could be found in the forests of Etheria. She was good, wise, and possessed supernatural knowledge. She once gave She-Ra a magical gemstone that enabled her to decipher a series of mysterious symbols.

[illegible]

WIZARD OF THE TREE

[illegible] FILMATION POP ANIMATED SERIES
The Wizard of the Tree was a being who, due to his appearance being mocked throughout his lifetime, had created a world within a tree that bore his resemblance. The Wizard of the Tree was a seemingly independent character who declined an alliance with the Rebels. His magical powers were strong, especially in the world within the tree from which he could effortlessly teleport people.

WOLK

AFFILIATIONS
Evil Mutants

SPECIAL ABILITIES
Hand-to-hand combat
Immense strength(?)

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Wolk was an unusually large Mytor from the planet Nocron(?). Because of his large size and fearsome appearance, he had been made fun of by other Mytors and chose to live in isolation. He allowed the Mytors to believe he was highly superstitious and believed in forest spirits, which kept them from bothering him. He was an excellent fighter and a practitioner of an ancient Mytor fighting technique.

When the Galactic Guardians were selected to fight in the Games, Ambassador Bitro(?) suggested that they seek out Wolk and ask him to train them in the ancient Mytor way of fighting. Wolk refused to help the Guardians, instead accepting Skeletor's offer to train the Mutants.

WOOCK

SPECIAL ABILITIES
Sorcery

1987(?) ITALIAN MAGIC BOY(?) MAGAZINES
A bizarre and mischievous character, Woock delighted in testing He-Man's intelligence, as well as his patience. He generally attempted to confound He-Man with puzzles and enigmas. He once hid the Power Sword and made He-Man solve a complicated puzzle in order to get it back. Woock displayed an infinite array of magical powers. He could also become invisible(?), levitate, and make objects disappear and reappear at will.

WRAITHBINDER

WEAPONS
Staff

SPECIAL ABILITIES
Sorcery

1986(?) UK MOTU COMIC MAGAZINES
Wraithbinder was an evil sorcerer who wreaked havoc on numerous worlds throughout the universe. On a distant world on the other side of the universe from Eternia, Wraithbinder had set a race of savage beasts on the planet's ruling city in an attempt to conquer the world. He-Man came to the city's aid and was almost weakened by the magic power from Wraithbinder's staff. With the power of his sword, He-Man was able to break the staff and defeat Wraithbinder's invasion.

It was not to be the last time He-Man would hear of Wraithbinder. On a later quest(?), He-Man met Queen Veya(?), the victim of a curse set on her by the evil sorcerer. Wraithbinder had invaded her home world of Mojesta(?) and challenged her to a cosmic duel. She defeated him, but in revenge he forced the Cloud of Entropy to haunt her and cause her to slowly fade from the physical world. He also cursed Veya's subjects by turning them into living gems and banished her son(?) Akro to the loathsome Nightworld. Only reunion with Akro would lift the curse, so He-Man and the Sorceress helped locate Akro and reunite him with Queen Veya, and Wraithbinder's curse was finally lifted.

[illegible]

WRAP TRAP

[illegible] MOTU CLASSICS
In ancient times, the bodyguard giant Sibor secretly loved Naba-Ra(?), daughter of the mystic ruler Kortan(?). When Sibor accidentally killed Naba-Ra, he attempted to resurrect her in the Temple of the Sun. Sibor was stopped before completing the ceremony, and a curse was placed upon him. Kortan read incantations from the Netherworld Scroll as Sibor was mummified alive. Eons later, Hordak and Shadow Weaver [illegible] the mummy. Renamed Wrap Trap and controlled by the scroll, the undead creature possessed immense strength and ensnared victims with its enchanted bandages. Wrap Trap was [illegible] to attack She-Ra, however, for she looked exactly like Naba-Ra.

WUN-DAR

TITLE:
The Savage He-Man

WEAPONS:
Ray gun
Sword of He

SPECIAL ABILITIES:
Strength
Endurance

2008 MOTU CLASSICS
One hundred years before the birth of Prince Adam, Wun-Dar, [illegible] from deep within the savage underground city of [illegible], became one of the oldest guardians of the Sword of He. He proved his worth by saving a young woman who was actually the Goddess in disguise. She gave him combat battle armor and a ray gun that could tap into a limitless power supply. She then charged him with protecting the halves of the Sword of He, keeping them apart until the appointed time. Wun-Dar, like many before him, was known as "the He-Man." His fighting method was savage but effective at keeping evil from touching the two halves of the Sword of Power.

[illegible]

[illegible] DC MOTU COMICS
As the Master of Death, Skeletor conjured the spirits of the dead from across all time and space in the 2012 DC comics. One of those spirits was Wun-Dar, who was identified by name and described as one of the past heroes who existed before He-Man. Under the evil warlord's command, he battled He-Man until his soul was freed.

XAN

WEAPONS:
[illegible]

SPECIAL ABILITIES:
[illegible]

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
The mysterious cloaked woman Xan was an enslaved servant of the gruesome Gorgonia, controlled by Gorgonia's Solar Amplifier. Xan ran a street shop in the city of [illegible] and was known as the famous tapestry maker of Eternia. Her shop contained beautifully ornate magical tapestries. When an unwary visitor drew too near, Xan would push them into a tapestry and send them to Gorgonia's dimension. The victim's image would remain imprinted as an eerie design on the tapestry. When He-Man destroyed the Solar Amplifier, Xan was liberated from Gorgonia's control and promised to start a new life selling fruit instead of tapestries.

XIPOTAN

SPECIAL ABILITIES:
Writing

[illegible] UK STORIES MOTU ANNUALS
Xipotan was Eternia's greatest bard and playwright. He penned the renowned Eternian play [illegible].

XUSAR

AFFILIATION:
[illegible]

SPECIAL ABILITY:
[illegible]

[illegible] [illegible] MOTU COMICS
An ambassador of the [illegible], Xusar was from the planet [illegible]. When the spaceship landed in front of the Royal Palace, several Eternians were incapacitated and taken onboard. Xusar emerged and declared that he had been chosen to peacefully unite the citizens of all galaxies. He explained that, to accomplish this, he must study the Eternians who would be returned shortly.

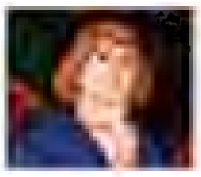
The Spike-Tron creation, Xugar was to abduct people and bring them to Xygor in order to repopulate the planet. Able to fire a laser ray out of his hand, Xugar was defeated when the ray was deflected and disabled the crystal on his necklace which served as his energy source.

YARDAZ

SPECIAL ABILITIES
Sorcery

1986 UK MOTU COMIC MAGAZINE
Yardaz was the prime sorcerer of an alien dimension. Skeletor had stolen one of his dimensional portals many years before.

YARROW



1985 FILMATION MOTU ANIMATED SERIES
Bow's father Yarrow was a brave and determined man who confronted and tried to reason with Flipp when the latter was still a villain.

YOLT

WEAPONS
Hammer

SPECIAL ABILITIES
Blacksmithing
Enhanced strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Better known as the Blacksmith of Gelus, Yolt lived a solitary life in his workshop, forging weapons and armor for the forces of good. He had incredible strength and wielded his blacksmith's hammer as a weapon in battle. The fires in Yolt's Atomic Forge foretold that he would be visited by two sets of strangers—one evil, one good—both asking that he make weapons for them.

Yolt was tricked by Skeletor into thinking the Mutants were the good strangers he was waiting for. He began upgrading the Mutant weapons. He gave Flogg, Hoove, and Optikk new weaponry before discovering he had been duped. To atone for his mistake, he supplied the Galactic Guardians with new weapons as well.

YUKKERS

ABILITIES
Trollan

1983 FILMATION MOTU ANIMATED SERIES
Yukkers was Orko's mischievous cousin from Trolla who briefly visited Eternia and caused mayhem. Too inexperienced to work magic, he had fun with hand buzzers and other gimmicks, often leading to trouble for himself and others.

ZA-GRAS

1986 [illegible] EDITION [illegible] MOTU STORIES
Za-Gras was a mysterious hollow-like being with a white robe and beard. He was referred to as Orko's master.

ZAGRAZ

SPECIAL ABILITIES
Psychic ability to control comets

1983 FILMATION MOTU ANIMATED SERIES
Bumbling and forgetful, Zagraz was an ancient keeper of comets who resided on Zagraz Mountain. He could psychically control comets to do his bidding, much like a conductor leading an orchestra. He had to stay in the vicinity of the mountain or risk the comets losing their sense of direction and wreaking havoc across Eternia. Considering himself a failure after inadvertently destroying one of the Cosmic Comets, Zagraz came to terms with his past mistakes and helped save Castle Grayskull.

ZAK

1990 THE NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Zak was one of the original inhabitants of Meldina. He formed an underground rebellion against the [illegible] who had enslaved his people.

ZALT

SPECIAL ABILITIES
Sorcery
Teleportation

1983 FILMATION MOTU ANIMATED SERIES
From the planet Ofimo, Zalt was the evil four-armed wizard who used Orko's magic to conquer his world. Arrogant and magically powerful, he had no problem oppressing his people. Zalt could teleport an object from one place to another, project bolts of energy from his hands, and create a large pink bubble in which he trapped his slaves.

ZANDINI

AFFILIATIONS
Grand Council of Universal Magic

SPECIAL ABILITIES
Sorcery

1986 UK MOTU COMIC MAGAZINES
Zandini was a member of the Grand Council of Universal Magic and came to Eternia to determine if Orko was worthy of his powers. Vindictive and callous, he did not approve of Orko's use of magic to entertain and resolved to remove Orko's powers. However, Orko had passed the necessary tests to prove his worth and therefore the council intervened, declaring that Zandini had overstepped his authority. They stripped him of his powers and took him away to be punished.

ZANTHOR

SPECIAL ABILITIES
Passing through walls
Conjuring spirit-like images

1983 FILMATION MOTU ANIMATED SERIES
Zanthor was once keeper of the Golden Disks of Knowledge, but in a moment of weakness, he accepted an alliance with Skeletor and gave him the disks, betraying Eternia. As punishment, Zanthor was banished to the Phantom Zone by the Council of the Wise. When he returned, he allied with He-Man and was able to recover the disks. In his phantom form, he could pass through solid objects and conjure up spirit-like images to disorient his enemies. Forgiven for his past crimes, Zanthor was made a Cosmic Enforcer by Zodac, serving the Overlords of the Eternal Dimension.

2014 MOTU CLASSICS
The Classics canon followed Zanthor's arc. As a former member of the Cosmic Enforcers, Zanthor arrived on Trolla with two fellow Cosmic Enforcers to reset the cosmic balance of good and evil. He helped [illegible] as a [illegible] like Skeletor. When one of the Cosmic Enforcers expressed doubts on their actions, Zanthor assured her that, for the sake of neutrality, [illegible].

ZEELAHR

AFFILIATIONS
Council of Elders

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
An ambassador to the Council of Elders and Zodak's brother, Zeelahr was consumed by King Hsss while Zodak helplessly watched.

ZEM

SPECIAL ABILITIES
Sorcery

[illegible] FILMATION MOTU ANIMATED SERIES
Zem was an unpleasant and jealous wizard who wished to obtain Lyra's hand in marriage. He was twice her age, out of shape, and generally undesirable. After attempting to prevent Lyra's marriage to Tarin, he was transformed into a frog by Shadow Wing.

ZENOI

[illegible] UK WORLD MOTU ANNUAL
Zenoi, an elderly woman, served at the Royal Palace of Eternia as a nurse.

ZESSEK

[illegible] UK MOTU COMIC MAGAZINE
Zessek, an alien hailing from an unspecified world, was the victim of a robbery by the intergalactic criminal Grim Myzolf.

ZIKRAN

SPECIAL ABILITIES
Inventing

[illegible] FILMATION MOTU ANIMATED SERIES
Zikran was a somewhat bumbling genius who invented the Transmatodor. He was [illegible] father and spoke in a comical voice.

ZILORA

AFFILIATIONS
Snake Clan

WEAPONRY
Staff

SPECIAL ABILITIES
Hand-to-hand combat
Strategy

[illegible] FILMATION MOTU ANIMATED SERIES
The strong willed leader of the Snake Clan from Eternia's past, Zilora was both a good leader and a warrior. She confronted Skeletor, whom she dubbed "Ghostface," for turning the once peaceful Ape Clan against her people. Distrustful of strangers, she would jump to conclusions about them. Her armor had a snake motif.

ZIN

SPECIAL ABILITIES
Sorcery

[illegible] UK WORLD POP ANNUAL
The spirit of Zin, a dark wizard from Etheria's distant past, was called upon by Hordak to assist in defeating the Great Rebellion. In exchange for command of his legions, Zin demanded that Swift Wind be offered as a sacrifice in the [illegible] Mountains.

ZIPPER

AFFILIATIONS
Monstroni

SPECIAL ABILITIES
Speed

[illegible] FILMATION POP ANIMATED SERIES
Zipper was a vehicular Monstroni who sprouted four wheels, enabling him to travel quickly while carrying passengers.

ZODAC

TITLES
Cosmic Enforcer
Cosmic Explorer
Master of the Cosmos

OTHER NAMES
[illegible]

AFFILIATIONS
Cosmic Enforcers
Council of the Wise
Council of Elders
Overlords of the Eternal Dimension
Heroic Warriors
Evil Warriors
Denizens of Evil

WEAPONS
Laser pistol

SPECIAL ABILITIES
Omniscience
Immense cosmic power
Projecting energy bolts from hands
Teleportation
Traveling through cosmos
Floating
Precognition
Shape-shifting

1982 DC MOTU COMICS

The omnipotent Zodac was best known on Eternia as a powerful being, and he in turn was aware of Prince Adam's dual identity. He both aided and hindered the heroes in their quests.

1983 FILMATION MOTU ANIMATED SERIES

The Filmation series provided additional backstory for Zodac, establishing that he had once been a member of the Council of the Wise before it was disbanded. He then began serving the unseen Overlords of the Eternal Dimension, maintaining the cosmic balance in the universe. He could travel at incredible speeds upon his throne, accessing any point in the universe in an instant. The Sorceress was able to contact Zodac by telepathy when needed.

1983 MATTEL MOTU BOOK AND RECORD SETS

The *Power of Point Dread* book and record established Zodac as the mysterious Cosmic Enforcer whose duty was maintaining the universal balance. Zodac only intervened in the affairs of mortals when the cosmic balance had been affected in some manner. For instance, it was Zodac who showed He-Man the whereabouts of Point Dread and the Talon Fighter when Skeletor dared to upset the cosmic balance. Zodac wielded immense cosmic power, the full extent of which was unknown. He could appear and disappear at will and also carried a futuristic blaster gun. Zodac was very wise, though he was also deeply enigmatic.

1983 GOLDEN MOTU BOOKS

In addition to his more common characterization, Zodac was notable in the Golden books for having been the one to reveal He-Man to battle Skeletor when the latter had obtained both halves of the Sword of Power.

1983 LADYBIRD MOTU BOOKS

In contrast to similar canons, the Ladybird books presented Zodac as a fully fledged member of Skeletor's Evil Warriors. Skeletor considered Zodac to be one of his more [illegible] minions, and he specialized in missions in outer space.

[illegible]

1983 ITALIAN FIO MAGAZINES

In stark contrast to other canons, Zodac was called "the Cosmic Explorer" in the Italian Fio comics magazine stories. He bravely fought alongside the other Heroic Warriors and expertly piloted his vehicle, the Wind Raider.

1984 UK WORLD MOTU ANNUALS

Also emphasizing Zodac's neutrality, the World annuals established that Zodac would not interfere in the affairs of Eternia. He would instead inform others about future events or the current actions of their enemies to maintain the fine line between good and evil.

1984 GERMAN MOTU AUDIO PLAYS

Though the German audio plays also adhered to the concept of Zodac as a neutral being, Skeletor wanted to consider him an ally, even inviting him to the Conference

of Evil. Zodac usually appeared unexpectedly and was said to know everyone's future. He often seemed to work alone in favor of the villains, though upon further inspection, his actions usually benefited He-Man.

His cosmic powers granted Zodac the ability to fly, to teleport, and to change his physical form.

Zodac tended a horde of cosmic beetles, which Skeletor once used to attack He-Man and his friends.

Some Eternians assumed that Zodac built the Cosmic Bridge in the Plain of Perpetua, which connected Eternia to Earth.

[illegible] GERMAN INTERPART-CONDOR MOTU COMICS

In contrast to most canons, the Interpart-Condor comics portrayed Zodac as a truly sinister creature from unknown regions of space. Aware of anyone's future, he would use the knowledge to play cruel games with his enemies. Craving what he called "the last energies of Grayskull," Zodac joined Skeletor's Demons of Evil but was a rival to the Lord of Destruction.

[illegible] UK MOTU COMIC MAGAZINES

The UK comics established that Zodac was part of a powerful galactic race of beings who were sworn to uphold the cosmic balance.

[illegible] BRAZILIAN ESTRELA MOTU MINICOMICS

In the Brazilian Estrela minicomics, Zodac was referred to as "the Space Messenger." He appeared to be neutral in alignment, though he seemed to favor the side of good.

An extremely powerful being who could travel light years in the blink of an eye, Zodac possessed immense power and great knowledge of the universe. When he was summoned by King Randor and Skeletor during a deadly interplanetary attack on Eternia, Zodac agreed to seek out the culprits. Upon confronting the attackers, the tiny inhabitants of the planet Ilos, Zodac relented to Eternia as the losing planet. Zodac rode through space on his cosmic chair and materialized in a ball of light.

[illegible] MOTU CLASSICS

Remaining true to Zodac's dominant characteristics, the Classics canon provided more details about his backstory. Zodak Zar was a member of the Council of Elders in the service of King Grayskull until the king's death. Choosing to retain his human form rather than join the council as a noncorporeal being, Zodac left Eternia and his apprentice Kon (who later became Zodak). Finding peace among the stars, Zodac became a Cosmic Enforcer for the

Quintonia, keepers of the neutral balance between good and evil in the universe. Throughout his time in Eternia, the ongoing battle for Grayskull's Sword of Power often brought him back to his native world. He participated in the Second Ultimate Battleground, fighting alongside his former student Zodak and the Masters of the Universe. Afterward, Zodac was apparently assassinated. His replacement, Zodac, was assigned to investigate his predecessor's mysterious death.

[illegible] DC MOTU COMICS

Once over a trillion strong, the Cosmic Enforcers engaged in a brutal war with the Horde for centuries. Zodac was the last Cosmic Enforcer. He somewhat survived the total destruction of the Cosmic Enforcers as Hordak absorbed the souls of the dead. Zodac was referred to as Hordak's brother. This might be the reason why Zodac survived while the others died. He later became a mere observer of destiny.

He claimed to be unable to influence events himself. In truth, he could and did under extreme circumstances. He once guided and amplified an Eternian guard's blaster to save a young Prince Adam from Beast Man's attack.

Zodac appeared to Prince Adam after the great battle between He-Man and Skeletor. He informed Adam that he and the entire universe were free, no longer bound to a destiny. Zodac thanked Adam and then vanished once more.

[illegible caption]

ZODAK

TITLES
Mystic Enforcer

OTHER NAMES
Kar Tor

AFFILIATIONS
Masters of the Universe
Cosmic Enforcers
King Grayskull's Masters of the Universe

WEAPONRY
Cosmic Staff
Mace

SPECIAL ABILITIES
Sorcery
Teleportation
Insight into opponents' weaknesses
Invincibility

2002 MIKE YOUNG PRODUCTIONS (MYP) ANIMATED SERIES

A Cosmic Enforcer, Zodak aided the Council of Elders in trapping King Hiss and the Snake Men beneath Snake Mountain. In He-Man's time, Zodak was often found meditating at a retreat high upon a peak within the Mystic Mountains. He possessed the power to gain insight into an opponent's weaknesses. He also wielded a battle staff which could amplify and reflect an enemy's magic. Further, he could tap into the Elders' power to enhance his own. He traveled by teleportation or seated upon a flying disc. He was one of the few who were aware of Prince Adam's dual identity.

Haunted by the memory of his brother Zodak's death at the hands of King Hiss, Zodak not only sought vengeance against the Snake Men when Kulan Khan set out to free them, but he manipulated events himself so that Kulan Khan would succeed in his aim and thus allow Zodak his chance for revenge. While Zodak was himself responsible for the Snake Men being unleashed onto present-day Eternia, he was also instrumental in their ultimate defeat following the final apocalyptic battle against King Hiss.

2012 MOTU CLASSICS

The Classics canon reconciled Zodak's existence with that of Zodac, the Cosmic Enforcer and established that they were two separate characters. Once Kar Tor, Zodak was an ancient ally of the Council of Elders and had studied the fighting styles of the Cosmic Enforcers. He fought for King Grayskull as one of his Masters of the Universe during the first Ultimate Battleground.

Instructed by his mentor Zodac, Zodak became his replacement on the Council of Elders when the Cosmic Enforcer left Eternia to serve the Overlords of Trolla. With the help of the council, Zodak used his staff to banish King Hiss and his Snake Men into the Void following King Grayskull's death. In the centuries that followed, he monitored Eternia while living a solitary life at his compound in the Mystic Mountains.

Both Zodak and Zodac took part in the Second Ultimate Battleground.

ZOG

1983 DC MOTU COMIC MAGAZINES

Zog was a small, childlike alien who was only a few inches tall. He stole a miniature spacecraft from his home world and came to Eternia, where he joined the Evil Warriors in their fight against He-Man. Zog used his extremely powerful spacecraft to generate elaborate and convincing illusions. Learning the hard way how evil Skeletor was, Zog vowed to return home, confess all to his people, and aspire to be a heroic Warrior instead of an evil one.

ZOLTAR

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Zoltar was one of Sorcery's students on Crescent Star. He had studied old-fashioned sorcery & curiosity.

ZONTOS

SPECIAL ABILITIES
Sorcery

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Zontos was a short, slow-speaking wizard who, along with his friend Dagon, attended Master Sebrian's wizards meeting on Primus. After Dagon disappeared, he and Sebrian confronted Sunder who revealed himself to be evil and subsequently stole Zontos's powers. Zontos was later restored when the Mac defeated Sunder.

CHAPTER 2

BEASTS, CREATURES & MONSTERS

KALA

[illegible] FILMATION POP ANIMATED SERIES
Kala was the [illegible] of the White Fangs: creatures that resembled white wolves with large fangs. She was referred to as the "sister" of Princess Allegra.

ALCOANDROID

[illegible]
Galactic Guardians

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Alcoandroid (named after Alcon) was a fusion between a captured Anadroid and a [illegible] to create a weapon to help He-Man's rebellion against the Mutant occupation of Primus. It was created by the scientists and secretly controlled by Alcon.

ALLIGATOR LION

[illegible] FILMATION HE-MAN ANIMATED SERIES
The Alligator Lion from Trolla appeared to be an alligator with lion legs. The creature could move and leap at high speeds.

ANADROIDS

[illegible]
[illegible]

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Anadroids were Skeletor's robotic creatures manufactured in the Android Factory of [illegible] City. They were initially disguised as [illegible] before revealing their true form at Skeletor's command. They were huge, white-furred creatures with glowing red eyes and razor-sharp teeth. They managed to overwhelm Primus's defenses [illegible] and acted as a conduit for Skeletor's magic. After much research and testing, the Scientists of Primus discovered that the Anadroids were vulnerable to cold.

AQUATIC DRAGONS

[illegible] [illegible] MAGAZINE
The ferocious Aquatic Dragons lurked within the brackish swamps of [illegible]. The creatures were quite large and hostile [illegible] whenever an intruder trespassed in their waters. Aquatic Dragons had blowholes atop their heads and could spray powerful streams of water at their victims.

ARAAKNA

[illegible] FILMATION HE-MAN ANIMATED SERIES
The giant, red, spider-like Araakna served Hordak while he was allied with Skeletor. Two of its eight legs were claws, and it projected a sticky webbing from its mouth.

ARCTIC FOX

[illegible] SHE-RA POP ANIMATED [illegible]
During the harsh winters in the Kingdom of Snows, Frosta's castle would become isolated from the rest of Etheria. The Arctic Fox and the Snow Hawk were her only companions.

ARGAZOID

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Argazoid was a computer creature created by [illegible] and passed inside Primus's master computer to disrupt its programming and turn it against the people. He-Man befriended the creature, who preferred to be called [illegible].

AROMA BLOSSOMS

[illegible]
Overpowering scent

[illegible] UK HE-MAN COMIC MAGAZINE
Aroma Blossoms were purple leaves with an overpowering smell. Man-At-Arms used them to mask his scent from [illegible].

AROO

[illegible] FILMATION HE-MAN ANIMATED SERIES
A giant, ape-like creature, Aroo was the guardian of the Masks of Power in the City of the Ancients.

ARROW

[illegible] GOLDEN POP BOOKS
Unlike in the Filmation series, Arrow could fly Bow into battle.

[illegible] MOTU CLASSICS
The Classics canon established that Arrow went with Bow to Eternia and participated in the Second and Third Ultimate Battlegrounds. The mighty steed battled both in the air and on the ground, and appeared both tan in color and, later, blue.

AFFILIATIONS
Great Rebellion

SPECIAL ABILITIES
Speed
Flight

1985 FILMATION POP ANIMATED SERIES
One of the fastest steeds on Etheria, Arrow was Bow's faithful horse. He displayed a thirst for adventure, just like his master. Arrow was completely loyal to Bow.

[illegible] POP MINICOMICS
In the POP minicomics, Arrow was a bonded blue horse. He could gallop at high speeds and was a loyal companion. While it was generally known that Arrow was Bow's horse, Glimmer is seen riding him in Across the Crystal Light Barrier.

ARTHROS

SPECIAL ABILITIES
Flight

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Arthros were large Eternian flying insects with crab-like claws.

ASHER

SPECIAL ABILITIES
Intelligence
Flight

[illegible] LADYBIRD POP BOOKS
Asher was the old and pompous leader of a flock of geese on Summer Isle.

ASTEROID MUTTS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Asteroid Mutts were savage creatures who lived on asteroids. They were large, brown animals with snouts.

ATTACK FISH

[illegible] FILMATION MOTU ANIMATED SERIES
Attack Fish were miniature creatures who assisted their master Mer-Man. Although they were primarily water based and would remain submerged for extended periods of time, the Attack Fish were also highly proficient on land as well.

ATTILA ONE

[illegible] TALKING HE MAGAZINE

Attila One was a nine-foot robot Skeletor once sent to attack the Heroic Warriors. The mechanical fight machine possessed great strength, could shoot a missile from its chest, and could fire laser beams from its robotic eyes. It carried a large shield in order to deflect enemy attacks.

BABAL FISH

[illegible] UK POP COMIC MAGAZINE

The Babal Fish was a space fish that could hold its breath in outer space for up to twenty minutes.

BAKKULL

[illegible] FILMATION MOTU ANIMATED SERIES

Bakkull was a legendary giant monster who could only be summoned from the depths of the Crystal Sea once every twenty years. He would obey the commands of the holder of the Crimson Pearl and required a sacrifice for his services.

BANSHEES

[illegible] GOLDEN MOTU BOOKS

Banshees were dangerous creatures with the ability to glow in the dark.

BARAKA

[illegible] FILMATION MOTU ANIMATED SERIES

Baraka, one of Whiplash's pets, was a huge golden dragon from the Demon Zone.

BARNIT

[illegible] MOTU NEWSPAPER COMIC

A Barnit was a large, ape-like creature from the planet [illegible].

BAT LEECHES

[illegible] FILMATION MOTU ANIMATED SERIES

Bat Leeches were small, pink creatures with wings created by [illegible]. They emitted high-pitched shrieks.

BAT-GNOME

AFFILIATIONS
Evil Warriors

[illegible] MOTU MINICOMICS

The Bat-Gnome was a small pink, bat-like creature who spied on Skeletor's enemies. The creature whispered its findings to him.

BATTLE BONES

AFFILIATIONS
Heroic Warriors
Evil Warriors

[illegible] MOTU MINICOMICS

Once a king among his species, Battle Bones was the reanimated skeleton of a dinosaur-like creature whose remains had rested, undisturbed, for uncountable ages. Skeletor magically raised and controlled him until the Sorceress broke the spell and gave him a voice. Thenceforth, Battle Bones vowed to aid the Heroic Warriors.

BATTLE CAT

TITLES
Fighting Tiger

OTHER NAMES
Cringer

AFFILIATIONS
Heroic Warriors
Green Tiger Tribe

SPECIAL ABILITIES
Strength
Agility

1982 MOTU MINICOMICS

A large green and yellow tiger, Battle Cat was He-Man's steed and faithful companion in the battle against Skeletor. He possessed great strength, agility and ferocity, along with crimson riding armor and helm. Battle Cat obeyed He-Man's spoken commands and was instrumental in fending off Skeletor and his Evil Warriors.

[illegible]

1982 DC MOTU COMICS

In the DC comics, Battle Cat displayed a marked thirst for blood and possessed the ability to speak. He enjoyed the thrill of battle and would complain when there were no adventures to be had. Though he was born in the dense jungles of Eternia, Battle Cat had a strong dislike for them.

1983 FILMATION MOTU ANIMATED SERIES

Battle Cat's character history was established in the Filmation series. He first came into being when Cringer witnessed Prince Adam's transformation. He-Man inadvertently pointed the Sword of Power at his pet and transformed Cringer into the mighty Battle Cat, who was fearsome and courageous. He often voiced his pleasure at being released from his cowardly alter ego and had a dry sense of humor, frequently joking at Orko's expense.

He-Man and Battle Cat shared a deep bond. They rode, fought, and joked together, showing an unshakable trust. Though He-Man occasionally had to rein in Battle Cat's desire for combat, Battle Cat's aggressiveness somewhat compensated for He-Man's moral aversion to violence.

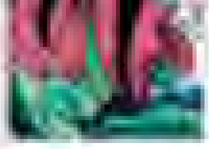
Strong and agile, Battle Cat possessed a powerful roar that could frighten away, or communicate with, other creatures. His keen sense of smell allowed him to track friends or foes. He could also leap high and far.

1983 KID STUFF MOTU RECORDS

In the Kid Stuff records, Prince Adam's pet tiger, Cringer, was transformed into Battle Cat when his master became He-Man.

1984 GERMAN MOTU AUDIO PLAYS

Unlike his anxious alter ego Cringer, Battle Cat loved the thrill of a fight and longed to jump into any kind of battle trouble. His greatest wish was to get Skeletor between his teeth so he could tear apart the Lord of Evil. Not very patient and mostly in a bad mood in the morning, Battle Cat sometimes put himself into a rage and had to be calmed down. Nicknamed "Old Tomcat," he was a good friend to He-Man. Nonetheless, Battle Cat carried his friends into battle and fought alongside the Masters of the Universe without any hesitation.

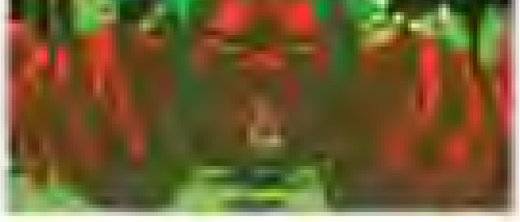


1986 MOTU NEWSPAPER STRIPS

Before Prince Adam left for the planet Ataxis, he transformed Cringer into Battle Cat and left him, Ram Man, and Clamp Champ in charge of protecting Eternia. Furthermore, He-Man informed Clamp Champ and Ram Man that Battle Cat would serve as their direct contact with the Sorceress if they needed additional help.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Battle Cat did not speak in the MYP animated series. The tiger did display nobility by courageously standing by He-Man and was his main method of transportation. Battle Cat could run very fast across the plains of Eternia, jump great distances, and leap on the backs of [illegible]. Battle Cat was able to recall his and Adam's youth, and he also helped rescue Queen Marlena.



2008 MOTU CLASSICS
The Classics canon differed in small ways in its portrayal of Battle Cat. It established that Battle Cat first appeared when Prince Adam united the two halves of the Sword of He, transforming himself into He-Man and his pet tiger, Cringer, into Battle Cat. Battle Cat participated in the Second Ultimate Battleground. During He-Man's absence on Eternia, Battle Cat asked Ram Man and a small band of heroes to join him on a mission in Hyperspace. While Battle Cat and the others were only in Hyperspace for a few days, several years passed on Eternia.

[illegible]

BATTLE LION

[illegible]
Heroic Steed of King Grayskull

[illegible]
Grangor

AFFILIATIONS
King Grayskull's Masters of the Universe

[illegible] MOTU ANIMATED SERIES
The faithful steed of King Grayskull, Battle Lion was a giant green lion who carried his master into battle in Eternia's distant past. The two were old friends and had traveled the width and breadth of Eternia together.

[illegible]

2008 MOTU CLASSICS
The Green Tiger Tribe gave the cub Grangor, a tiger prince, to a young D'Vann Grayskull as a gift of gratitude for saving their home from Gargoyans. Grangor grew up to be Grayskull's giant steed Battle Lion. Loyally protecting him, the great lion stood by Grayskull's side during the Great Wars against King Hiss and the invading forces of Hordak. The Power of Grayskull channeled through the Sword of He and enhanced Battle Lion's strength and stamina. The power also enchanted his battle armor to protect him against magical attacks. Battle Lion carried King Grayskull into many battles, including the First Ultimate Battleground.

BATTY

AFFILIATIONS
Space Pirates

[illegible] MOTU ANIMATED SERIES
Perched upon the shoulder of Sticky Fingers, leader of the Space Pirates, Batty was a small, pink gargoyle-like creature who often echoed the sentiments of his master. Though he had wings, he did not appear to be able to fly.

BEAKED SLITHERS

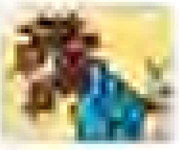
[illegible] GOLDEN MOTU BOOKS
Beaked Slithers were dangerous creatures with the bodies of snakes and the heads of birds. Their small arms extended from just below their heads.

BEAST MONSTER

[illegible] FILMATION MOTU/SPOR ANIMATED CHRISTMAS SPECIAL
The Beast Monster was an enormous blue creature that resided in the Old Ruins on Etheria.

BEASTIE FLOWERS

[illegible] UK MOTU COMIC MAGAZINES
Beastie Flowers were used by Orko as ingredients for spells and potions. Their juice, combined with that of Killer Flowers, could produce a sleeping draft.



BEHEMOTH

SPECIAL ABILITIES
[illegible]
Superstrength

[illegible] LADYBIRD MOTU BOOKS
The Behemoth, a legendary creature from the Labyrinth of Perpetua on Eternia, was the most feared creature in the Labyrinth, its trampling roar struck terror into any who heard it. It had been cast into a deep sleep centuries before, from which it was awakened by Skeletor.

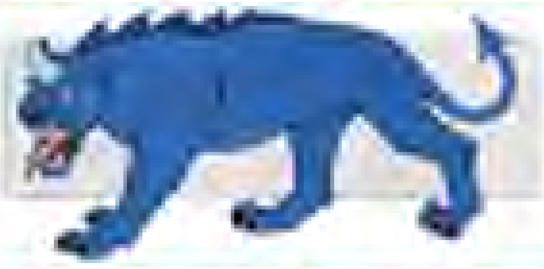
BELLATRON

[illegible]

[illegible]

[illegible]

BIGTOOTH FURLONS



[illegible]

BIONATOPS

[illegible]

[illegible]

[illegible]

[illegible]

BIRDS OF KYRTIS

[illegible]

BITTER ROSE

[illegible]

BLACK NIGHTMARE

[illegible]

BLOPPLEBERRY FLOWER

[illegible]

BONE WARRIORS

[illegible]

[illegible]

fragments joined to create a warrior creature. They carried swords and spears into battle, but their main weapon was their ability to self-replicate when destroyed. Tri-Klops controlled them with a remote-control device, with which he could also upgrade their capabilities. The Bone Warriors could even combine to form a giant Bone Warrior.

BONEBATS

SPECIAL ABILITIES
Projecting beams of energy from eyes

1985 FILMATION POP ANIMATED SERIES
Created by Duke Ofnar, the Bonebats were giant, bat-like skeletons that were magically animated. The creatures possessed the ability to project beams of energy from their eyes.

BOREBUG

1990 MOTU MINICOMICS
The Borebug was a deadly, man-sized insect that lived underground and was nearly blind. Its jaws were powerful enough to crush a human.

BORE-WORMS

1986 UK MOTU COMIC MAGAZINE
When Skeletor captured Man-At-Arms and used him to build advanced weapons for Skeletor's own evil use, he intended to feed Man-At-Arms to the Bore-Worms once he was finished with him.

TRIVIA: [illegible]

BORGHUR

1987 GERMAN EHAPA MOTU COMICS
Borghur was a gigantic, ape-like monster who guarded the plans of Castle Grayskull, which were hidden in a grotto. He was tremendously powerful and unaffected by Skeletor's magic.

BRAYLOK

SPECIAL ABILITIES
Firing energy blasts from hands
Teleportation

1983 FILMATION MOTU ANIMATED SERIES
Braylok was an ape-like demon from the Realm of Demons. He could create powerful explosions with a blast from the palm of his hand or teleport others with him back to the Realm of Demons.

BRIGHT STAR

AFFILIATIONS
Dragons of Darksmoke

1985 FILMATION POP ANIMATED SERIES
Bright Star was one of the Dragons of Darksmoke some one thousand years before He-Man and She-Ra's time. The pink dragon was friendly and loyal, particularly to his ally King Sobin.

BRIGHT WING

AFFILIATIONS
Unicorns of Unicorn Island

1986 FILMATION POP ANIMATED SERIES
Bright Wing was one of the youngest unicorns of Unicorn Island. He had suffered mistreatment at the hands of a human, leaving his wings stunted and limp. She-Ra used her healing powers to restore his wings to their former majesty.

BRINEBEAST

1986 MOTU NEWSPAPER STRIPS
The Brinebeast was a terrible monster with sharp teeth, a serpentine body and four short legs.

BRONZAURS

1983 GOLDEN MOTU BOOKS
Bronzaurs were giant hairy creatures from another dimension. They were allied with Ji-Zor and the Kolonies. Despite their fearsome appearance, Bronzaurs were timid and gentle.

BUNDAS COWS

1985 FILMATION POP ANIMATED SERIES
The Bundas Cows were a group of animals on General Sundar's farm. They were brown with prominent curling horns.

BURBIE

SPECIAL ABILITIES
Flight
Spraying water from trunk

1984 FILMATION MOTU ANIMATED SERIES
Burbie was a purple flying creature with an elephant's trunk and stripes on his body. He was the pet of the young boy Chad, from whom he was almost inseparable. He teased Cringer and enjoyed chasing him around the Royal Palace.

BUSHTAIL

[illegible] FILMATION MOTU ANIMATED SERIES
A squirrel-like creature that nestled high in the trees, the Bushtail had bulbous eyes and plenty of sass.

BUSTER

[illegible] FILMATION MOTU ANIMATED SERIES
Buster was Squire Wilkins's donkey and could carry large bales of hay. Buster was loyal to his master and, like him, was not terribly brave.

BUTTERFLY DEMON

SPECIAL ABILITIES
Flight
Transformation

[illegible] GOLDEN MOTU BOOKS
The Butterfly Demon was a small green butterfly that could transform into an enormous, terrifying demon.

BUTTERFLYER

AFFILIATIONS
Princesses of Etheria

SPECIAL ABILITIES
Flight

[illegible] POP MINICOMICS
With the face, torso, and arms of a human female and enormous butterfly wings on either side, there were few modes of transport more striking than the Butterflyer. The large, pink flying vehicle could ascend to great heights while carrying at least three female passengers on its back. While the Butterflyer was a vehicle, its facial expression was easily visible and seemed to change from time to time. Indeed, it is possible that the Butterflyer was actually a living being.

[illegible] GOLDEN POP AUDIO PLAYS
The Butterflyer was a fairy-like creature with enormous wings. She carried the Princesses of Etheria on her back.

BYTE

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Interfacing with computers

[illegible] FILMATION MOTU ANIMATED SERIES
Skeletor created Byte using the [illegible] as a base. Byte was a creature of pure energy which could interface with any computer technology. It served Skeletor loyally and had a vicious nature.

CARROCK

AFFILIATIONS
Bird People

SPECIAL ABILITIES
Flight

[illegible] FILMATION MOTU ANIMATED SERIES
The Carrock was a large, [illegible] bird who aided He-Man and [illegible]. Later, it became the guardian of the Egg of [illegible].

CAT PHANTOMS

[illegible] POP MINICOMICS
The Cat Phantoms were dark, misshapen creatures with orange eyes. They were summoned by Catra to do her bidding. They could be banished by Bow's magic arrows.

CATBIRDS

SPECIAL ABILITIES
Flight

[illegible] POP MINICOMICS
The Catbirds were flying minions of Catra that looked like ordinary housecats with bat wings. They flocked in large numbers and were extremely vicious.

CATCHER PLANT

[illegible] FILMATION POP ANIMATED SERIES
The Catcher Plant was a man-eating plant indigenous to the [illegible] jungles. Its enormous mouth dominated its large pink, bulbous head.

CATTERCHILLER

[illegible] FILMATION POP ANIMATED SERIES
Hibernating beneath [illegible] Weather Station, the Catterchiller (also known as "the Great Catterchiller") was awakened by Orko. The creature was large and hairy and had the ability to shoot webbing from its mouth. Although it was aggressive, it was possible that the creature was merely annoyed by having its sleep disturbed and [illegible].

CAZLOCK

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Cazlock was an enormous, green-skinned, amphibious creature who [illegible] in the Quagmi Swamp. [illegible] as his best pal.

CENTAPOD

[illegible] FILMATION POP ANIMATED SERIES
Originating from the Dark Dimension, the Centapod was a grotesque, [illegible] beast with sharp teeth and [illegible] to grasp its prey.

CERSS

SPECIAL ABILITIES
[illegible]
Incredible strength

[illegible] HE-MAN COMIC MAGAZINE
Cerss was the gigantic leader of the Dogs of War, a powerful army of [illegible] dogs that had been defeated by the Elders of Eternia centuries before. Following their defeat, Cerss and his dog soldiers were placed in a sleep slumber by the Elders, imprisoned within a large statue of Cerss himself. Thousands of years later, Skeletor awoke the Dogs of War with a spell and unleashed them upon Eternia. However, when Cerss awoke from his slumber, he led the dogs to Snake Mountain instead, intent on wreaking vengeance on Skeletor for awakening him. He-Man defeated Cerss and the Dogs of War and they were reimprisoned within the statue.

CHIDDIT

[illegible] FILMATION POP ANIMATED SERIES
The Chiddit was a friendly, rabbit-like creature with a long tail. It would happily float to anyone it felt wasn't a threat.

CHIMPORILLAS

[illegible] FILMATION [illegible] ANIMATED SERIES
Chimporillas were playful, purple, monkey-like animals who never took anything seriously.

CHIRPEE

[illegible] FILMATION POP ANIMATED SERIES
The Chirpee was a plump and playful little bird with four wings.

CIBERNUM

[illegible] EDITORA ABRIL [illegible] COMICS
Cibernum was a giant robot who fought He-Man in the Brazilian Editora Abril comics. The robot was very powerful and could shoot destructive laser beams from its [illegible] fingertips. Cibernum was yellow and silver and had a look that was evocative of robots from 1950s science fiction films.

CIRCANA

[illegible] [illegible] COMICS
Circana was a gigantic dragon-snake. Residing in the Tomb of Circana, she guarded the Elixir of Wisdom. Tricked by [illegible] in the disguise of the Dream Maiden, Skeletor entered the tomb and defeated Circana.

CLAWDEER

AFFILIATIONS
[illegible]

SPECIAL ABILITIES
[illegible]

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Clawdeer was a large cybernetic bird who was presented as a gift to He-Man by [illegible]. Clawdeer instantly took a liking to He-Man and the two formed a deep bond. He sometimes accompanied He-Man into battle.

Clawdeer had a pair of sharp steel talons and could produce a sonic scream powerful enough to cause the Mutants to flee from him.

[illegible]

CLAWDEEN

AFFILIATION
Evil Horde

SPECIAL ABILITIES
Strength
Agility
Ancient knowledge

1985 FILMATION POP ANIMATED SERIES
Clawdeen was Catra's pink lion. Catra cared deeply for her pet and would become very upset when she was in danger. Despite her colorful appearance, Clawdeen was a powerful ally for Catra.

1985 POP MINICOMICS
Unlike in the Filmation series, Clawdeen talked in the POP minicomics and possessed quite a vicious wit. Both loyal and aloof, she could enjoy triumphs with Catra one moment and then carry her upon her back the next.

1987 LADYBIRD POP BOOKS
In the Ladybird/Gimmicks series, Clawdeen was often lazy and temperamental.

1986 GERMAN POP AUDIO PLAYS
In the German audio plays, Clawdeen had been a feared and respected sorceress on Etheria until Catra persuaded her to transform into a lioness. Trapped in her feline form, she remained with Catra as the cat fairy sorcerer's sole hope to restore her human form. As the lioness, she had only a fraction of her original powers.

1986 UK POP COMIC MAGAZINES
The UK comics presented a unique take on Clawdeen. An alien creature from another world, Clawdeen taught Catra how to transform into a panther. She lived with her mistress in Cat Tower and accompanied her both on independent missions and as an agent of the Horde. She had a strong sense of smell, and while she enjoyed the scent of food, she despised perfume.

CLIMATO

SPECIAL ABILITIES
Manipulation of weather

1986 UK MOTU COMIC MAGAZINES
Climato was a demonic weather wizard from the Stormworld. He could manipulate all aspects of weather. Climato assisted Skeletor during an assault on Castle Grayskull before being banished back to the Stormworld.

CLOCK SPIRITS

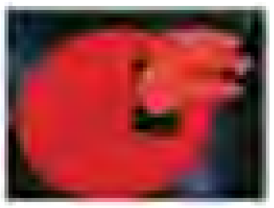
1983 FILMATION MOTU ANIMATED SERIES
The Clock Spirits were Stone creatures who sat upon a clock at the center of Eternia. They were bat-like humanoids with gaping jaws and fur around their necks. The Clock Spirits would remain statues until a trespasser approached.

COLOSSOR

1983 FILMATION MOTU ANIMATED SERIES
Prior to his being brought to life by Skeletor, Colossor was a slumbering giant that sat on his throne within the Temple Ruins. The cyclopean creature carried out Skeletor's orders without question and stomped his way across Eternia toward Castle Grayskull. It took all the might of the Heroic Warriors to defeat Colossor.

COMET CAT

[illegible]



[illegible] FILMATION POP ANIMATED SERIES
The Comet Cat could transform into a comet and travel through space at great speed. [illegible]

[illegible] MOTU CLASSICS
In the Classics canon, the [illegible] Comet Cat served as [illegible] steed on [illegible], carrying him into battle.

COMET CREATURES

[illegible] FILMATION MOTU ANIMATED SERIES
The Comet Creatures were created by Skeletor [illegible] Cosmic Comet. After they were destroyed, their fragments were used to create a new Cosmic Comet.

CORNELIUS

[illegible] DC POP COMIC MAGAZINES
Cornelius was the [illegible]

COSMIC COMET

[illegible]

[illegible] FILMATION MOTU ANIMATED SERIES
The Cosmic Comet was one of two comets that [illegible] the universe until the [illegible] Zagraw accidentally destroyed one of them. [illegible] Cosmic Comet was subsequently [illegible] by Skeletor. The Cosmic Comet had the ability to speak to humans. The heroes managed to create another Cosmic Comet, [illegible] as the Cosmic Comet.

COW

[illegible] MOTU FILM
He-Man, Man-At-Arms, Teela, and Gwildor encountered a cow upon arriving on Earth after activating the Cosmic Key. Gwildor attempted to communicate with it by saying, "Moo!"

COYOWOLF

[illegible] FILMATION POP ANIMATED SERIES
The Coyowolf was a howling animal native to Etheria. It remained unseen.

CRASULOUS

[illegible] FILMATION POP ANIMATED SERIES
The savage Crasulous was an Etherian undersea creature with a blue, spike-covered shell. It lived in caverns and used its many tentacles to catch its prey.

CRAVEN

[illegible] MOTU CLASSICS
Craven was Prince [illegible] [illegible]

CRAWLERS

[illegible] FILMATION MOTU ANIMATED SERIES
Often roaming Eternia in packs, Crawlers were oversized snakes with yellow eyes and long tongues. They would become docile upon hearing a specific high-pitched frequency.

CREEPING HORAK

[illegible] FILMATION MOTU ANIMATED SERIES
The Creeping Horak was a strange black substance that [illegible] and enveloped anything in its path. It was used in ancient times to punish criminals, engulfing their homes until all the oxygen was squeezed out.

CRIMSON SCOURGE

[illegible] FILMATION MOTU ANIMATED SERIES
The Crimson Scourge was a panther composed entirely of flame. [illegible] Eternia, [illegible] all in its path. It was eventually caught and imprisoned. In present-day Eternia, [illegible] was the keeper of the Crimson Scourge, and he [illegible] the creature upon He-Man and Man-At-Arms in the mistaken belief that they had kidnapped his daughter.

CRIMSON SCRACKLEBIRD

[illegible] FILMATION POP ANIMATED SERIES
The Crimson Scracklebird was an Etherian bird hunted nearly to extinction for its beautiful plumage.

CRINGER

[illegible]
Battle Cat

[illegible]
Heroic Warriors
Masters of the Universe
Green Tiger Tribe

[illegible]
Transformation into Battle Cat
Extraordinary[illegible]

1983 DC MOTU COMICS
Prince Adam's cowardly green and pet talking tiger Cringer only wished to sleep by his master's side. When the Adam Star called, however, the tiger would heed its summons and borrow the Crown of Power to become Battle Cat.

1983 FILMATION MOTU ANIMATED SERIES
In the Filmation series, Cringer gained a backstory in which Prince Adam found him injured while on a school expedition in the Vine Jungle. Cringer earned his name when his cowardly behavior led a young Teela to say that he was "a real cringer." Growing up, Cringer and Prince Adam bonded immediately and took on the roles of outsiders who could never quite fit in with others.

At a later stage, Cringer first accidentally witnessed Prince Adam's transformation into He-Man. He was frightened upon witnessing his master's transformation, but as He-Man attempted to calm him, a bolt of power shot from his sword at Cringer, transforming him into the fearless Battle Cat, a power bestowed upon him by the Sorceress so he could better serve He-Man's cause.

Cringer and Adam were loyal friends, sharing one another's secrets. When Adam teased Cringer for his cowardly antics, the talking cat defended himself with quick wit. Though apprehensive and lethargic, Cringer possessed a good and courageous heart. He wasn't fond of his alter ego or the process which transformed him into the mighty steed, but he was grateful for Battle Cat's existence and understood why he was needed. Cringer could often be found spending time with Adam and Orko and enjoyed making humorous asides about Orko's less-than-spectacular magic tricks.

Cringer could track scents and communicate with other cats. He could roar almost as loud as Battle Cat, but the effort exhausted him. Even when he was not in his Battle Cat form, the Power of Grayskull protected Cringer from harm or mental possession. He was one of the very few talking animals on Eternia. He had a fondness for food, especially fish.

1983 KID STUFF MOTU RECORDS
In the Kid Stuff records, Cringer loved playing catch with Prince Adam in the gardens that surrounded their castle home. He sometimes underestimated his own strength, and the prince would need to warn him to be careful of how he used his sharp claws. When Adam raised the Sword of Power and shouted, "By the Power of Castle Grayskull!" Cringer transformed into Battle Cat as his master transformed into He-Man.

[illegible]

1984 GERMAN MOTU AUDIO PLAYS
Prince Adam's pet tiger Cringer preferred a good sleep [illegible] to a fight. In fact, he was afraid of any kind of battle. Because of this, Cringer usually tried to convince Adam not to transform into He-Man, as Cringer himself simultaneously was transformed into Battle Cat.

1986 MARVEL STAR MOTU COMICS
Cringer would often accompany Prince Adam the moment he exited the Royal Palace to transform into He-Man. He would occasionally escape, only to reappear at the end of a conflict. In an alternate reality version of Eternia created when Prince Adam's Sword of Power was transported thirty years into the future, Cringer had been imprisoned by Skeletor and was positioned near the Lord of Destruction's throne in Castle Grayskull.

1986 UK MOTU COMIC MAGAZINES
In the UK comics, when Cringer inadvertently witnessed Prince Adam's transformation into He-Man, he became very frightened. He-Man attempted to comfort his friend, and Cringer lamented that he wished he had the power to become a mighty warrior so as not to be scared all the time. He-Man brought Cringer to the Sorceress, who gave He-Man the ability to transform Cringer into Battle Cat with the Power of Grayskull.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP animated series, Cringer displayed some intelligence but did not speak as he did in many of the other canons. He witnessed Adam's first transformation after following him inside Grayskull thanks to Orko. When Prince Adam was captured, Orko disguised Cringer by giving him Panthor's coloring. Cringer bravely snuck into Snake Mountain. On one occasion when Cringer used his tube to defend his master, Prince Adam remarked that there was more Battle Cat in Cringer than Cringer thought. When Prince Adam was in peril, Cringer was known to override his own fears and bravely charge into danger. Cringer also developed a strong dislike for Sy-Klone's Doomseekers. He took any opportunity to make one into a chew toy.

2008 MOTU CLASSICS

The Classics canon introduced details about Cringer and his species. Cringer was a small cub of the Green Tiger Tribe when a young Prince Adam saved him from a Panthor attack. Grateful, Cringer became Adam's devoted companion. Cringer became Battle Cat when Adam combined the halves of the ancient Sword of He to transform himself into He-Man.

IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMICS

The 2012 DC comics presented yet another take on Cringer's history. When he was a cub, Cringer's Green Tiger Tribe was all but wiped out by a tribe of Panthors. Ripped from his safe and peaceful existence, Cringer ran for his life and was nearly killed by the Panthors, until, from a distance, a figure with a sword miraculously channeled power to a drive as he could defeat them. Later, safe in the care of the Royal Family, Cringer remained skittish and fearful of noises and people.

SEE ALSO: BATTLE CAT

CROW BIRD

1985 FILMATION POP ANIMATED SERIES

The Crow Bird had blue feathers, a yellow beak, and piercing red eyes.

CRYDONS

1983 FILMATION MOTU ANIMATED SERIES

Crydons were large, purple, spider-like creatures native to the Crystal Mountains on Eternia. They possessed eight legs and two arms and used the mountains' crystalline environment to spin their webs.

CRYSTAL DEMONS

1983 FILMATION MOTU ANIMATED SERIES

The two giant Crystal Demons were the guardians of the Crystal Cave—the home of the Starseed. Entirely made of crystal, the Demons were slow in their movements but very powerful. They were also able to project beams that encased their victims in crystal.

CRYSTAL MOONBEAM

AFFILIATIONS
Princesses of Etheria

SPECIAL ABILITIES
Flight

1986 POP MINICOMICS

Crystal Moonbeam and his sister, Crystal Sun Dancer, were crystalline winged horses capable of speech. They were the defenders of Crystal World.

1986 GERMAN POP AUDIO PLAYS

In the German audio plays, Crystal Moonbeam and his sister scouted Etheria. They also carried the princesses through the skies.

CRYSTAL SUN DANCER

AFFILIATIONS
Princesses of Etheria

SPECIAL ABILITIES
Flight

1985 FILMATION POP ANIMATED SERIES

Crystal Sun Dancer was a magical crystalline steed that lived on a sun and could travel across the universe at great speed. He was as brave and loyal as his friend Swift Wind.

1986 POP MINICOMICS

Unlike the character's depiction in the Filmation series, Crystal Sun Dancer was female in the POP minicomics. Crystal Sun Dancer and her brother, Crystal Moonbeam, were crystalline winged horses capable of speech and defenders of Crystal World.

1986 GERMAN POP AUDIO PLAYS

In the German audio plays, Crystal Sun Dancer and her brother scouted Etheria and carried the princesses through the skies.

CUJA

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Cuja was a savage predator native to the planet Omega-4. It resembled a lion.

CYBORG VULTURES

Special Abilities
Flight
[illegible]
Mechanical Vision

1986 UK [illegible] MOTU ANNUALS
In the uninhabited ruins on Demalicia, the Cyborg Vultures scavenged for Robo Rats to feed upon. They were part vulture, part mechanical monstrosities with robotic eyes bearing infrared vision.

CYCLOPS

1983 FILMATION MOTU ANIMATED SERIES
Unleashed by the Horn of Bell, the Cyclops was a blue-skinned monstrosity. It was approximately thirty feet tall and boasted a prominent horn on its ugly, one-eyed head.

DAMON'S DEMONS

1982 DC MOTU COMICS
When enslaving the people of [illegible], the evil wizard Damon used small, yellow-skinned [illegible] which acted as a conduit for Damon's own magical powers. The demons were [illegible] for having a [illegible] mouth as well as horns.

DARKLINGS

Special Abilities
Camouflage in Shadows

1983 FILMATION MOTU ANIMATED SERIES
The Darklings were brown-skinned, [illegible] creatures with one eye and many tentacles. The creatures loyally served Shokoti. They blended into the darkness and attacked [illegible], [illegible] their victims with their tentacles.

DARKWINGS

Special Abilities
Flight
[illegible]

1986 MOTU NEWSPAPER STRIPS
Darkwings were vicious creatures with bat-like wings and prominent beaks. They traveled in packs and could fly at tremendous speed, even outperforming Wind Raiders. Like bats, they possessed radar-like senses. Their bites were deadly.

DAUBER

1983 FILMATION MOTU ANIMATED SERIES
The Dauber was a small green insect from the Tundra Caverns. Highly venomous, its bite would cause victims to immediately turn green and collapse. Only the [illegible] could prevent death from the Dauber's poison.

DEATH SPIDERS

Special Abilities
Poisonous stinger

1984 GERMAN MOTU AUDIO PLAYS
Created by Skeletor, Death Spiders were enormous metallic spiders with poisonous stingers. They were intended to kill He-Man and his allies. Even with their stingers removed, Death Spiders remained highly dangerous.

DEATHLESS SOLDIERS

1986 MOTU NEWSPAPER STRIPS
[illegible] Deathless Soldiers were fearsome beings made of [illegible]. They were relentless and practically unstoppable.

DEMON FROM THE BEGINNING OF TIME

[illegible] Before Eternia existed, there were only two forces in the universe: one force created life, and the other force wrought destruction. The two forces fought a duel which was won by the force of creation and life. The force of destruction was imprisoned in another dimension, and eventually became known as the Demon from the Beginning of Time. While the demon generally manifested itself in the form of an amorphous green cloud, it could also take on the physical appearance of a large, gray, multitentacled creature with one eye. The Demon could shoot destructive beams from its solitary eye and had hideous minions to do its bidding. Trapped in another dimension for countless eons, the Demon from the Beginning of Time [illegible] and sought its enemy, the force of creation and life, whose power was embodied by He-Man himself. Fortunately, He-Man eventually succeeded in trapping the demon in the heart of Eternia.

DEMON OF DEMOS

1986 UK MOTU COMIC MAGAZINES The Demon of Demos was a mystical monster unleashed by Skeletor with the Carpet of Chaos. The demon was quickly defeated by Orko.

DEMON OF DESOS

SPECIAL ABILITIES
Strength

1986 UK MOTU COMIC MAGAZINES The Demon of Desos was one of the most powerful creatures of the Netherworld. It was summoned to Eternia by Skeletor during a solar eclipse that boosted the villain's powers. The Demon of Desos possessed immense strength.

DEMON OF MADNESS

SPECIAL ABILITIES
[illegible]
Strength
[illegible]

[illegible] The Demon of Madness was a multitentacled, malevolent being who was imprisoned in Castle Grayskull's dungeons. He was green in color and had silver armor on two of his tentacles. The malignant touch of the demon's tentacles could instantly cause one to become completely insane. The creature's power was so great that he caused even the Sorceress to go mad. The demon was ultimately defeated when He-Man trapped him in the Mirror of Grayskull.

DEMON OF STONE

SPECIAL ABILITIES
[illegible]

1983 FILMATION MOTU ANIMATED SERIES Evil-Lyn created the Demon of Stone amid the lava lakes of Volcano Castle. Its strength was tremendous, and for a time it seemed unstoppable.

DEMON OF THE CAVE OF FIRE

1984 UK POP COMIC MAGAZINES This demon inhabited the Cave of Fire. Despite his frightening appearance, he was a gentle demon who was a friend of the Rock Creatures and gave the young Rock Creature [illegible] of the Cave of Age he needed to become an adult.

DEMON RAT

1985 FILMATION SHE-RA ANIMATED SERIES The Demon Rat was a giant, rat-like creature with horns and a fused shell. It dwelled within Shokoti's House of Darkness and feared nothing except Shokoti herself.

DEMON-BIRDS

SPECIAL ABILITIES
Flight

[illegible] MOTU COMICS The dangerous Demon-Birds would attack any who trespassed into their territories. Some had three heads and bat-like wings; others were more reptilian in appearance.

DEMONS

Demons were a regular threat in most Masters of the Universe canons. Some notable examples:

- In the early 1982 DC MOTU minicomics, Skeletor once summoned a large winged demon and attempted to sacrifice Teela on the hand. The demon was blue black with a long, lashing tongue and a pair of giant wings. It was nearly twice the size of He-Man. The creature could not withstand the combined might of He-Man and Teela, however, and was eventually defeated by the two warriors.
- Evil sorcerers and magicians were able to conjure savage demons in the 1982 comics by DC. The creatures often had very little personality and would mostly savagely attack whoever was in the vicinity. Both Skeletor and the wizard Dorian utilized a variety of demons against the heroes of Eternia.
- In the 1983 MOTU minicomics, two [illegible] who were ordered by Evil-Lyn to fetch the mystic Masks of Power for Skeletor decided to put the masks on themselves instead. The resultant transformation was an astounding one. Upon donning the masks, the small creatures turned into hulking, demonic monsters. One of the pair transformed into a purple-furred, anthropomorphic wolf, and the other became a green, reptilian creature. When wearing the Masks of Power, the two transformed imps gained fantastic strength. The magic of the masks also endowed them with supernatural abilities, such as the power to create mystical spheres.

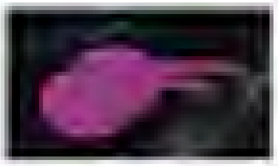
DEMEDIAN SNAKE

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The small Demedian Snake was found in the Dragon Swamp [illegible].

DINOSORBS

[illegible]



[illegible] FILMATION MOTU ANIMATED SERIES

Dinosorbs were evil creatures capable of flying through space while transformed into egg-shaped meteors. Their reptile forms were purple with a cracked, scaly texture, and when they extended their heads, they had long necks with spiky ridges along their spines. Two Dinosorbs were enough to frighten Comet Cat. The Dinosorbs proved indestructible to He-Man; however, his "super sunday punch" sent them hurtling through space, unable to stop.

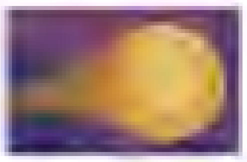
DOGS OF WAR

[illegible]

The Dogs of War were a pack of savage dogs who terrorized Eternia in its ancient past. They were imprisoned in another dimension by the Elders of Eternia. A great sorcerer used a tuning of truth to keep them imprisoned. Skeletor unleashed them on present-day Eternia.

DOODLES

[illegible]



[illegible] FILMATION MOTU ANIMATED SERIES

Doodles was the youngest of the wizard Zagnart's comets and prone to disobeying his commands. Doodles's behavior suggested it was rather emotional for an orange celestial object.

DOVE OF PEACE

[illegible] MOTU ANNUALS

The Dove of Peace served as a [illegible] messenger for Sigrid, the [illegible].

DRACMADON

[illegible] FILMATION MOTU ANIMATED SERIES

An extinct creature from Eternia's prehistoric age brought back to life by Skeletor's Primeval Potion, the Dracmadon was a very determined monster. It was able to traverse great distances with ease, possessed immense strength, and its jaws could effortlessly bite through rock. Having emerged from the Tar Swamp, there were still patches of tar on the creature, one of which contained Orko's Magic Medallion.

DRAGO-EAGLES

[illegible]

Drago-Eagles were giant, green, flying creatures. They could breathe fire and were quite carnivorous. These beasts could be found nesting in the mountains of Eternia.

DRAGONESS

[illegible]

The Dragoness was a talking dragon who guarded the Map of Lights. Angry about her ugliness, the Dragoness had a nasty temperament and agreed to turn the Map of Lights over to She-Ra in exchange for being made beautiful. She-Ra turned her into a beautiful and harmless butterfly.

DRAGONS

SPECIAL ABILITIES
Flight
Sorcery
Fire breathing

1982 DC MOTU COMICS
The purple dragons of the DC comics were serpent-like creatures ridden by the Beast Man. They possessed long wings that gave them superb maneuverability.

1983 FILMATION MOTU ANIMATED SERIES
In the Filmation MOTU series, there were at least two types of dragons: those with and those without intelligence. Dragons typically boasted red or green scales and, while living throughout Eternia, seemed primarily concentrated on Darksmoke or Dragonmount. Mostly peaceful, dragons were frequently at the center of evil plots. Granamyr was the leader of the race of intelligent dragons from his home on Darksmoke.

1983 MOTU MINICOMICS
Skeletor had a dragon of his own in the minicomics. Small and red, with an impatient disposition, Skeletor's dragon was always ready to gnaw on foes with his gleaming row of sharp fangs. The dragon also possessed the ability to shoot a stream of a substance from his mouth, though it is unclear whether this substance was fiery in nature or whether it was some form of gas.

1983 KID STUFF MOTU RECORDS
The Kid Stuff records described dragons with beady green eyes and sulfurous breath. They kept a solitary watch from the misty caves that lined the cliffs of Eternia.

1983 GOLDEN MOTU BOOKS
The dragons of the Golden Books were divided into two distinct types. Green dragons breathed fire, while white ones turned things to ice with their frosty breath.

1984 GERMAN MOTU AUDIO PLAYS
The German audio plays depicted Eternian dragons, in all their shapes and colors, as very dangerous creatures which attacked humans on sight. They were found in the Evergreen Forest and other areas of the planet, especially the Dragonland of Wanaria.

1985 FILMATION POP ANIMATED SERIES
The Filmation POP series further explored the history of Eternia's dragons. A thousand years in the past, the Dragons of Darksmoke lived in peace with the humans of Dragon Valley, thanks to the efforts of Granamyr and King Sidon. The dragons of this time sported more varied coloring than their modern counterparts.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The only dragon to grace the New Adventures of He-Man animated series was painted by Hallo with his magic brushes. Skeletor purchased the painting, brought the dragon to life, and unleashed it upon Primus. Though it initially seemed invincible, the dragon was susceptible to attacks it couldn't see coming.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP series, the dragons grew very rapidly to several times their original size after hatching. The dragons were mostly sociable, and did not speak or wield any kind of magic. Dragons were grand creatures that were feared and respected. They held memories and seemed to have some understanding of communication. One dragon even assisted He-Man and let him ride on her back. They primarily made their homes in the Vine Jungle or in caves and traveled both above and in packs. They were natural enemies of Serpentaurs.

On one occasion, a mother dragon was able to recognize He-Man and Prince Adam as being one and the same; she soon became an ally to him after Adam helped free the dragon from a trap.

2020 MOTU CLASSICS

The Classics canon presented a varied history on dragons of Eternia. The theft of the Gem of Magoo from Dragon Tower by the wizard Nagshid led to centuries of war between humans and dragons, culminating at last in the Great Wars in the age of Preternia. When the Great Black Wizard created the human-dragon hybrid Draego-Man, the divide between the two races was cemented as the dragons scorned him as an abomination and he sought revenge upon them.

When Eldor and his pupil He-Ro defeated Nagshid and returned the Gem of Magoo to the dragons, Granamyr was impressed, and his wrath abated. Granamyr made peace with King Grayskull and the humans and gave the gem to He-Ro to wield as part of his Staff of Power.

Following Horokoth's casting of the Spell of Separation, Dragon Tower and Darksmoke disappeared from the maps of Eternia, though Granamyr's power remained legendary.

[illegible]

DRAGONTOAD

[illegible] [illegible] MAGIC DOT MAGAZINE

The Dragontoad was an enormous, fire-breathing amphibian which was initially encased in an icy comet. When the comet crash-landed in the Outpost Desert on Primus's inner Tone, the Dragontoad was freed. According to legend, the Dragontoad was always hungry for fresh meat. The creature proved this was the case when it immediately attempted to consume Captain Darus. In addition to the Dragontoad's ability to breathe fire, it could also cause its own body to become red hot and burst into flame. The Dragontoad was a solar-powered creature, and in times of darkness, such as during an eclipse, the toad became dormant.

DRAGONWHALE

[illegible] FILMATION MOTU ANIMATED SERIES

The Dragonwhale was a powerful creature that could only be caught with Ironium.

DRAGOSAURS

SPECIAL ABILITIES
Breathing smoke and fire
Flight

[illegible] FILMATION MOTU ANIMATED SERIES

Dragosaurs were purple dragon-like creatures from Eternia's ancient past. They possessed sharp beaks and could blow vast quantities of smoke from their mouths. They could be controlled by Fang Man.

[illegible] MOTU CLASSICS

The Dragosaurs were distant ancestors of Fang Man who resided on Dragosaur Isle.

DRAT

[illegible] FILMATION MOTU ANIMATED SERIES

The incredibly savage Drat was a creature that bore more than a passing resemblance to a rat and accompanied the [illegible] Trolls in their attacks on any that trespassed in their domain.

DREAM CREATURES

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dream Creatures were spotted creatures from the Dream Dimension.

DROID SHARKS

SPECIAL ABILITY
Sharp teeth

[illegible] [illegible] MOTU COMICS

The Droid Sharks were mechanical sharks with extremely sharp teeth. They were created by the Council of Elders to guard the sunken city of [illegible] after it was sunk into the Lake of Silence.

DRUMSKALAN

[illegible] [illegible] MOTU ANNUALS

The Drumskalan, a large, green, slimy creature from the Quagmire Swamp on [illegible], was greatly feared by Kolamar (Sloth Head). When Skeletor tried to set it loose on Primus, the Drumskalan turned against him and became an ally to the people of Primus.

DUST DEVILS

SPECIAL ABILITIES
Wind manipulation

[illegible] LAUNCHES INTO [illegible]
Dust Devils were living sandstorms.

DYLINX

[illegible] MOTU CLASSICS
The Dylinx were an Eternian species of great purple feline predators who dwelled in the Corridors of Lithos. Young Dylinx were at risk of being trapped in hunters' pits. Prince [illegible] took a Dylinx cub as his pet and named him [illegible].

EAGLES OF THE NORTH MARCHES

SPECIAL ABILITIES
Flight

[illegible] UK WORLD MOTU ANNUAL
The Eagles of the North Marches were giant eagles. They were said to be cousins of the Bird People of Avion.

EKTO-EEL

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Ekto-Eel was an eel with a long tail, a forked tongue, and two horned heads. Beast Man kept one as a pet.

ELECTROID

FOR THE LEVITATING [illegible] ROBOTS SEE ELECTROIDS

[illegible] FILMATION POP ANIMATED SERIES
The Electroid was a being of pure electricity created by Shadow Weaver. It was largely transparent and could attack using its electrically charged body.

ELECTROIDS

FOR SHADOW WEAVER'S ELECTRIC BEING SEE ELECTROID

[illegible] FILMATION POP ANIMATED SERIES
The Electroids were levitating Horde robots with an unusual appearance. They could project lasers from their clawed hands. They could also deplete the energy of any humans who touched them.

ELODONS

[illegible] FILMATION MOTU ANIMATED SERIES
Elodons were large, mammoth-like animals with blue fur and spiral tusks. They were extremely territorial.

ENCHANTA

AFFILIATIONS
Great Rebellion

SPECIAL ABILITIES
Flight
Gliding over water at high speed

[illegible] FILMATION POP ANIMATED SERIES
Enchanta was a giant swan who aided the Great Rebellion. With incredible speed and maneuverability, she could carry four passengers upon her back. Enchanta was often seen at the Crystal Falls in the company of Mermista.

[illegible] GERMAN POP AUDIO PLAYS
The German audio plays established that the good-natured Enchanta would not permit Catra or Clawdeen to ride upon her back.

ENERGY BEAST

SPECIAL ABILITIES
Changing physical form
Teleportation

[illegible] FILMATION MOTU ANIMATED SERIES
The Energy Beast was created when the planet Eternia was formed. The creature was sinister and appeared as a glowing red being. The beast was imprisoned in a ball [illegible] Mount Eternia until an eruption released it. A being of pure energy, the Energy Beast was once ruler of all Eternia. The Ancients used the Eternian Crystal to trap the Energy Beast inside a temple on Mount Eternia.

EVIL CLOUD

[illegible] MOTU (MINICOMIC)
A deathless terror from beyond the stars, the Evil Cloud was an amorphous sentient being that possessed no true form. It appeared as a heaving whirlwind of dark mist and was described as the most dangerous force in the galaxy.

FANG

AFFILIATIONS
Snake Men

2002 MIKE YOUNG PRODUCTIONS (MYP) ANIMATED SERIES
Kobra Khan's pet Fang was a small reptile with four legs and two hands; he used it to aid in his escape from an Eternian prison cell. The ally sometimes sat on Kobra Khan's shoulder, slithering away to hide when danger came near. It was later used again to help the Snake Men free Skeletor's minions from a high-security prison built by Man-At-Arms.

2008 MOTU CLASSICS
In Classics, Kobra Khan's pet received the name Fang.

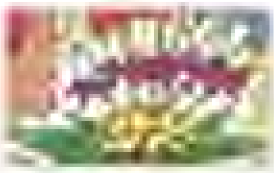
FIERY KINGFISHER

AFFILIATIONS
Women Warriors

SPECIAL ABILITIES
Fire-breathing
Flight

[illegible] GERMAN MOTU AUDIO PLAYS
The Fiery Kingfisher was an enormous legendary bird that breathed fire and could carry men away with ease. In modern times, it appeared as a companion to Wahsawe.

FIRE BUDS



[illegible] UK MOTU COMIC MAGAZINES
Fire Buds were special flowers which revealed a precious fire gem when fully bloomed. They were said to be worth an entire kingdom.

FIRE ELEMENTAL

SPECIAL ABILITIES
Fire-breathing

[illegible] FILMATION (FIL) ANIMATED SERIES
The Fire Elemental resided in the kingdom of Spikehead, where it attempted to prevent anyone from reaching the Jade. Made of flame and able to breathe fire, he had a somewhat vague shape and was susceptible to water.

FIRE PIKE

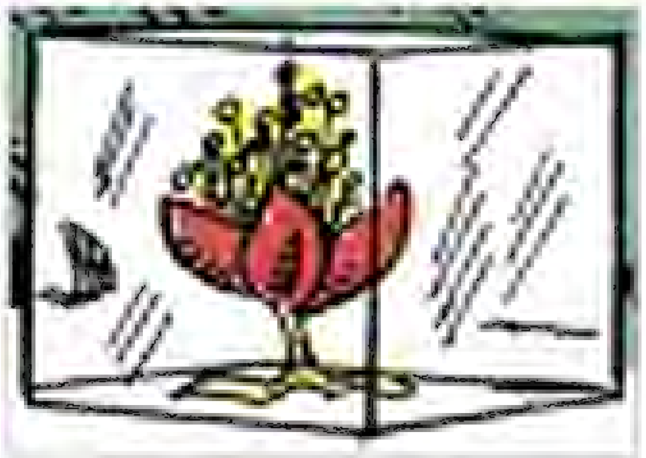
[illegible] MOTU NEWSPAPER STRIPS
The Fire Pike was a large, aggressive fish native to Hidden Lake on the planet Nauru.

FIVE-SENSES CREATURE

SPECIAL ABILITIES
Separation and replacement of its senses

[illegible] UK MOTU COMIC MAGAZINES
The Five-Senses Creature was an alien being which could separate any of its five senses, replacing them when they were lost. The creature was unable to control itself when all five of its senses were separated, but when intact it was a benign entity.

FLOWER OF LIFE



SPECIAL ABILITIES
Healing

[illegible] GERMAN EHAPA MOTU COMICS
The legendary Flower of Life had incredible healing powers. It was enclosed inside a crystalline cube. Simply touching the cube would trigger the flower's healing properties.

FLYER

SPECIAL ABILITIES
Speed
Telepathy

[illegible] UK MOTU COMIC MAGAZINES
Flyer was Mermista's loyal Sea Chariot and a close friend. The pair would often play hide-and-seek with their other underwater friends. Flyer could detect danger above the surface and would alert Mermista to it.

FLYING FISH

SPECIAL ABILITIES
Flight

[illegible] FILMATION MOTU ANIMATED SERIES
Native to Trolla, the Flying Fish were green with yellow wings. The fish flew through the air instead of living in the water.

FLYING GOATS

[illegible] POP BOOKS
The Flying Goats were accidentally created by [illegible] when one of her spells went [illegible].

FOG MONSTERS

SPECIAL ABILITIES
[illegible]

[illegible]

Created by the Fog Spirit, the Fog Monsters [illegible] the Valley of Power. They [illegible] any who trespassed and drained them of their powers.

FOG SPIRIT

[illegible]
Land of the Valley of Power

SPECIAL ABILITIES
[illegible]

[illegible]
The Fog Spirit was the [illegible] of the Valley of Power. [illegible]

FRISLAN

[illegible]
The Frislan was an aggressive, green lizard-like creature that could typically be found [illegible]

FUZZLEBUG

[illegible] COMIC MAGAZINES
The Fuzzlebug was a small, harmless creature. Orko once pulled one out of a [illegible] of his magic shoes.

GARK

SPECIAL ABILITIES
[illegible]

[illegible]

[illegible] ANIMATED SERIES

Gark was [illegible] and loyal [illegible] pet. A very peaceful creature, he could often be seen [illegible] a flower and appreciating its fragrance. He communicated [illegible] that the [illegible] could understand. He [illegible] some magic and was able to fire bolts of energy from his eyes.

GARKS

[illegible]

[illegible]
[illegible]

GEDGE

[illegible] ANIMATED SERIES
The Gedge was an [illegible] within the [illegible] upon Eternia, caused [illegible] destruction.

GEKS

SPECIAL ABILITIES
Flight

[illegible] ANIMATED SERIES

Geks were dragon-like beasts which [illegible] into battle through the air. They were [illegible] and not at all that loyal, flying away when [illegible].

GHOST BIRDS

SPECIAL ABILITIES
Speech

[illegible]
After Orko brought a [illegible] to Eternia, a [illegible] emerged out of it and [illegible] Orko to be its mommy.

GHOST BLOSSOMS

[illegible] COMIC MAGAZINES
Ghost Blossoms were [illegible] flowers which grew only on the side of active volcanoes. They were so called because their natural habitat was barren of other plants, owing to the poisonous gases and heat. Their [illegible] was used to cure illness in [illegible].

GHOULS

[illegible]
The Ghouls were a group of [illegible] creatures serving [illegible].

GIANT

1983 FILMATION MOTU ANIMATED SERIES
Located in Eternia's past, the Giant was a savage creature that stumbled upon both He-Man's Sword of Power and one of Orko's magic hats. The giant was not only very strong but surprisingly fast for a creature of its size.

GIANT ARMORED WORM

[illegible] LADYBIRD MOTU BOOKS
The horned Giant Armored Worm had faintly glowing [illegible] running its body. It burrowed into the ground and released a foul-smelling gas as a defense mechanism.

GIANT CAVE CENTIPEDES

[illegible] LADYBIRD MOTU BOOKS
The Giant Cave Centipedes lived in dark, damp caverns on Eternia, most especially within the Labyrinth of [illegible]. They could move very quickly and administered a painful bite to their victims.

GIANT CRAWLER

[illegible] FILMATION MOTU ANIMATED SERIES
Dwelling within the Plains of [illegible], the Giant Crawler was a twisted-looking centipede. It was orange, with dark brown dots lining its sides and sharp points instead of legs running down each section of its body. Its nightmarish face featured long protruding claws to either side of its mouth that could grab its victims.

GIANT JAWLIK

[illegible] FILMATION MOTU ANIMATED SERIES
The Giant Jawlik was a tall spider-like creature with eight legs, two of which were clawed. It would attempt to capture anything that caught its attention. It could be put to sleep with music.

GIANT OF CASTLE ACKLE

[illegible]
[illegible]

SPECIAL ABILITIES
Strength

1983 FILMATION MOTU ANIMATED SERIES
The Giant of Castle Ackle was a blue-skinned, three-eyed, muscle-bound monster who was both strong and [illegible], the [illegible] club.

GIANT YOG

1983 FILMATION POP ANIMATED SERIES
The Giant Yog was a terrifying lizard-like creature with a hard skull, from which emerged six tentacles. It had two arms and a tail as well, but no legs. It possessed great strength and captured victims in its powerful tentacles. It was a denizen of Horror Hall.

GIGANTISAUR

2002 MOTU CLASSICS
Gigantisaur was a massive, long-necked cyborg dinosaur that lived on Preternia. Because of its cybernetic parts, it had [illegible] in its underbelly that was similar to a cargo bay on a large vehicle. Unlike some other Preternian cyborg dinosaurs, the Gigantisaur did not appear to be utilized by any of the armies that fought in the Unicorn Battlegrounds.

GLITTERBUGS

SPECIAL ABILITIES
Flight
Illumination

1985 LADYBIRD POP BOOKS
Glitterbugs were small, glowing insects indigenous to Etheria. They could fly and communicate with She-Ra.

GLORM

1983 DC MOTU MINICOMICS
The Glorm was a hideous beast with a shaggy mane of hair, savage fur, four arms, and sharp teeth and claws. It terrorized an Eternian village until it was slain by He-Man.

GLORY BIRD

OTHER NAMES
Glorybird

KEY RELATIONS
Star Sisters

SPECIAL ABILITIES
Flight

[illegible] UK POP MAGAZINE
The Glory Bird was a magnificent magical bird who protected and guided the Star Sisters.

[illegible] MOTU CLASSICS
Glorybird was Starla's pink companion. When the Star Sisters incurred the wrath of an evil sorceress, the sorceress trapped them and Glorybird in a shimmering star. They hurtled across the universe until they eventually crashed on Etheria, where She-Ra found them hidden beneath a layer of stone. She-Ra freed them by melting away their magical prison. Glorybird left Etheria with She-Ra and the Star Sisters to take part in the Second Ultimate Battleground on Eternia.

GORGON

SPECIAL ABILITIES
Turning people into stone

[illegible] UK WORLD MOTU ANNUALS
The Gorgon was a three-headed sea monster and the last of its kind. It had the ability to turn people into stone. It was being controlled by Mer-Man.

GORGONZOLLA

[illegible] FILMATION MOTU ANIMATED SERIES
Lurking within the frozen caverns of Mondroth on Eternia, the Gorgonzolla was a hairy, spider-like beast with eight legs, two of which were clawed. It projected beams of ice from its mouth, instantly freezing its prey.

GLOW BUG

SPECIAL ABILITIES
Illumination

[illegible] FILMATION POP ANIMATED SERIES
The Glow Bug was so tiny and gave off such a bright light that its actual body was impossible to see. When it flew, it made a high-pitched buzzing sound.

GOLDEN GOOSE

[illegible] LADYBIRD POP BOOKS
There was a legend that within Kenne's gaggle of geese there was a single, magical Golden Goose. She-Ra and her allies became the only ones who had seen proof of its existence.

GOGAN AND GOGOL

[illegible] FILMATION MOTU ANIMATED SERIES
Gogan and Gogol were a pair of dog-like creatures who lived in a village near the Royal Palace of Eternia. They had horns where their ears should have been.

GRABBER

[illegible] FILMATION MOTU ANIMATED SERIES
Grabber was an outsized, brutish, muscular monster who was loyal to Modulok. Its large feet and hands boasted sharp claws.

GRANAMYR

TITLES
Great Magic Wielding Dragon

AFFILIATIONS
Dragons of Darksmoke

SPECIAL ABILITIES
Fire Breathing
Sorcery
Wisdom

[illegible] FILMATION MOTU ANIMATED SERIES
The oldest and wisest of the Dragons of Darksmoke, Granamyr was one of the most legendary, revered, and respected beings on Eternia. He might possibly have been one of the oldest beings as well. The leader and protector of Eternia's dragons, he was [illegible] and gruff. He dismissed humans mostly because of the turbulent history between them and dragons. Despite his cold and distrustful attitude toward mankind, Granamyr marveled at He-Man's ability to shatter his misconceptions about humans.

Granamyr's magic was linked to the fire in his fire pit, and when he flew, his wings grew to accommodate his enormous bulk. His awesome power and [illegible] age made him without equal on Eternia. Because of his age and power, Granamyr held extensive knowledge, even regarding long forgotten spells and lore.

[illegible] MOTU MINICOMICS
In the MOTU minicomics, Granamyr was depicted as being green instead of his usual reddish coloring.

[illegible] FILMATION POP ANIMATED SERIES
The Filmation POP series explored Granamyr's history. One thousand years in the past, Granamyr had been friendly with, and had had a good deal of respect for, the human King Tamor. While his ability had not yet reached its peak, he was still a powerful worker of magic. Over the passing centuries, he lost faith in humans.

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
In the Brazilian Editora Abril comics, Granamyr was green, much like he was in the US minicomics. However, he also sported wings, like he did in the Filmation cartoon. In ancient times Granamyr imprisoned his hated enemy, the Three-Headed Demon. Skeletor later released the demon in an attempt to capture Granamyr and steal the legendary dragon's powers. Granamyr was a good friend to He-Man and sometimes assisted him in battle. For example, he once used his fiery breath to help He-Man destroy the robotic [illegible] of [illegible].

[illegible] MOTU CLASSICS
While Classics did not change Granamyr's general character or role as lord of Darksmoke, it created some new history by establishing that the dragons battled King Grayskull and the [illegible] People during the Great Wars following the theft of the Gem of Magic from Dragon Tower. Granamyr also returned the hybrid warrior Draego-Man as an abomination, forever earning his enmity. Granamyr later had dealings with the wizards Eldor and He-Ro, who returned the gem as a peace offering from King Grayskull. Granamyr later gave the gem to He-Ro after being impressed by his virtue. In the past, Granamyr's hide was green, but it turned red with age. Granamyr eventually took part in the conflict against evil by siding with King He-Man and his son against the Unnamed One during the Third Ultimate Battleground.

GRANGERS

SPECIAL ABILITIES
Flight
Advanced aerial techniques

[illegible] UK MOTU COMIC MAGAZINE
Grangers were dangerous flying creatures in Skeletor's service, trained by Tantacle at his Air School. They were trained with the intention of attacking Eternos and destroying the city, but when He-Man found out about Skeletor's Air School, he imprisoned the Grangers and destroyed the school.

GRAZZLER

[illegible] FILMATION MOTU ANIMATED SERIES
The Grazzler was a savage, bear-like animal with blue fur and terrifyingly large claws.

GREAT BEAST

[illegible] FILMATION POP ANIMATED SERIES
The Great Beast lived on Beast Island and defended itself from the Beast Masters. Eighteen feet tall, clawed, fanged, and possessing three prominent horns, it seemed utterly savage. But when [illegible] was able to communicate with it, the Great Beast expressed its openness to peace and displayed some wisdom.

GREAT BIRD

[illegible] FILMATION MOTU ANIMATED SERIES
The Great Bird was a gigantic bird sent by the Sorceress to help Teela and He-Man when their Wind Raider crashed and Teela was injured. He-Man was able to communicate telepathically with the Sorceress through the Great Bird, which kept watch over Teela and used its magic to restore her back to full health.

GREMLIN

[illegible] POP MINICOMICS
The Gremlin brought [illegible] and trouble to any it encountered. She-Ra transformed the bald, green, and [illegible] pest into a harmless butterfly.

GRIFFINS

TITLES
Evil Flying Beasts

SPECIAL ABILITIES
Flight

[illegible]

1983 FILMATION MOTU ANIMATED SERIES
The griffins guarded the Pit of Shadows from any who were not good, wise and brave. They could speak and had purple feathers and red faces. They could also breathe fire.

1983 GOLDEN MOTU BOOKS
The Golden books' depiction of Eternian griffins showed creatures with the body and hindquarters of a lion and the head, wings, and talons of an eagle.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Similar to their Golden books portrayal, the griffins of the MYP series were large lioness-type [illegible] hybrids. They were used by the Evil Warriors primarily for transportation, rarely taking part in battles despite their size and ferocious appearance. They were controlled by Beast Man.

2008 MOTU CLASSICS
The Classics provided a detailed backstory for the griffins. Griffins were [illegible] brought to Eternia by the merchants of [illegible], with [illegible] and [illegible] on [illegible] in the Vine Jungle. In the years that followed, the [illegible] Beast Man [illegible] the griffins, who were susceptible to his animal mind control. Beast Man [illegible] using the griffins as steeds while serving Skeletor.

GRIMALKIN

SPECIAL ABILITIES
Brute strength

1983 FILMATION MOTU ANIMATED SERIES
The Grimalkin was a horned, blue-skinned demon of tremendous size and strength. It had been imprisoned within a statue before being unleashed upon Eternia. Only the power of a stone could bind and return it to its statue form.

GROUND-BURROWER

1987 NATHAN STAFA MOTU COMICS
The Ground-Burrower was a giant, multi-headed plant monster. It was created when Skeletor touched a [illegible] after his powers were [illegible] a [illegible] within the Dimm Mountains.

GRONK

1983 FILMATION MOTU ANIMATED SERIES
The Gronk was a small, playful creature with white fur, pink legs, and something akin to a duck's bill. It had a small tuft of hair atop its head and no visible arms. The creature was allowed to roam freely at the Royal Palace. During its play, the Gronk accidentally interrupted one of Orko's spells and absorbed all of the magic before being transformed into Gronk. The Gronk's power was then used by Zahl to conquer the planet, but the magic within the creature was eventually transferred back to Orko by the Sorceress.

GROWLER

SPECIAL ABILITIES
Tracking
Projecting [illegible]

1983 FILMATION MOTU ANIMATED SERIES
Created by Beast Man, Growler was a robotic dog which could project heat beams from its eyes. It also had a built-in radar system to hunt creatures.

GRR

AFFILIATION
Evil Mutants

SPECIAL ABILITIES
Tracking

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Grr was a savage Mutant [illegible] known for his tendency to growl and snarl at everything he saw. He was gifted to Skeletor as a pet. The Mutants believed their new ally would never be able to control Grr, but Skeletor quickly brought him to heel. Grr had sharp fangs and claws and was capable of tracking anything. Skeletor was genuinely fond of his new pet and believed him to have superior intelligence compared to most of the Mutants.

GRYPHON

SPECIAL ABILITIES
Fire Breathing
Flight

[illegible] FILMATION MOTU ANIMATED SERIES
The Gryphon possessed the body of a dragon and the head of a lion. It could fly at great speeds and breathe fire. It left the Jewel of Protection, its egg, in the care of the inhabitants of the village of Chenlon.

GUARDIANS OF TIME

[illegible] GERMAN MOTU AUDIO PLAYS
The Guardians of Time were mysterious shadows who protected the Ethereal Castle of Promise in the Ocean of Timelessness. They would attack anyone attempting to enter the castle but could be stunned with Princess Wind Wheel.

GYGOR

TITLE
Evil Fighting Gorilla

WEAPONRY
Gorilla Axe

AFFILIATIONS
Evil Warriors
Evil Horde

SPECIAL ABILITIES
Superhuman strength

[illegible] MOTU CLASSICS
Gygor rose to prominence in the gladiatorial arena of Lord Cholich. After he brutally defeated Cholich's champion, Vykron, Gygor claimed the championship, as well as Cholich's throne. In the aftermath of the Mystic Wall's creation, Gygor led an army of Beast Men on a series of attacks against Castle Grayskull after hearing tales of the mysterious power's hidden there. The Jungle He-Man Oo-Lar and the Goddess combined their powers and defeated Gygor. The heroes then placed him in a state of suspended animation. Many years later, Evil-Lyn set him free. However, Gygor betrayed Evil-Lyn and Skeletor and joined forces with the Horde. In the Second Ultimate Battleground, Skeletor fought and slew the giant fighting gorilla with his Sword Claws.

GYRAPHANT

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Gyraphant was a large, elephant-like creature native to Primus. Orko had at least one Gyraphant in her flock.

HARPIES

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Flight

FOR THE RACE OF WINGED EVERGREEN WOMEN, SEE FACTIONS, ORGANIZATIONS, SPECIES & RACES CHAPTER.

[illegible] LADYBIRD MOTU BOOKS
Harpies were birds with the faces of human women who lived in Eternia's Evergreen Forest. They were evil and served Skeletor.

KARAMESH

SPECIAL ABILITIES
Shape shifting

[illegible] MOTU MINICOMICS
A large yellow demon with fangs, horns, and a tail, Karamesh was served by Skeletor and controlled using the Emerald Staff of Doom. He could transform into a variety of shapes, including bat, and he burst into flames when He-Man defeated him with the Staff of Avion.

HELLHOUNDS

SPECIAL ABILITIES
Immortality
Healing

[illegible] ITALIAN MOTU MAGAZINES
Skeletor unleashed Hellhounds in the Italian MU comics. The aggressive creatures resembled large black dogs with green eyes. Saliva dripped from their ravenous mouths as they eagerly awaited the command to attack.

[illegible] GERMAN MOTU AUDIO PLAYS
As in the Italian MU comics, the Hellhounds were monstrous dogs in the service of Skeletor. Nearly invincible and almost the size of horses, they could not die. When struck down, they immediately rose fully healed, and continued fighting. Their only weakness was their eyes, as both Hellhounds ran away once Orko blinded one of them by putting a scarf over its eyes. It carried a large shield to deflect enemy fire.

HERK

1985 FILMATION MOTU ANIMATED SERIES
Herk was Kambi[illegible]'s powerful elephant. Appearing in battle, it announced itself with a mighty roar through its trunk.

HIGH-TECH JELLYFISH

1985 FILMATION POP ANIMATED SERIES
Living in the Crystal Falls, Mermista's High-Tech Jellyfish was capable of seeing much of what had occurred in the seas of Etheria. The jellyfish was unique in that it had a high-tech device below its bulbous head.

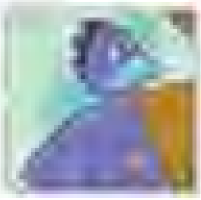
HOLEPHERAS

SPECIAL ABILITIES
Digging

[illegible] FILMATION MOTU ANIMATED SERIES
Holepheras were large, burrowing creatures with grey skin and large claws. They dug their way through underground tunnels across Eternia. When the Holepheras emerged from the ground when the passages were disturbed, they often terrified those on the surface.

HOLLY

SPECIAL ABILITIES
Mimicry



[illegible] FILMATION MOTU ANIMATED SERIES
Holly was a winged, duck-billed bird creature who could mimic any voice perfectly. He infiltrated the heroes under Dead Man's command ... became close friends with Dunlan and helped to save the day.

HORNED LEOPARD

[illegible] FILMATION MOTU ANIMATED SERIES
The Horned Leopard was a savage creature with spines along its back, a golden-hued pelt, orange eyes, a pointed tail, and a large purple horn protruding from the top of its head.

HORNWHALES

1985 FILMATION POP ANIMATED SERIES
Hornwhales were a breed of horned Etherian whales who grew to prodigious size. Extremely friendly, they would ally themselves with any who opposed the Evil Horde.

HOROKOTH

[illegible]

2012 DC MOTU COMICS
In the 2012 DC comics, Horokoth was the primordial Eternian aspect of the Goddess, whom the Horde worshipped as the mother of all creation and saw in their own image. To the Horde, Horokoth was the coming destroyer, the darkness at the end of days, and was represented by a bat, which was the symbol of the Horde.

During the epic battle of the Eternity War, Hordak became the Sorceress of Horokoth and had the ability to transform herself into a demonic bat (an avatar of Horokoth's power).

[illegible]

HULKING MONSTER

[illegible] FILMATION POP ANIMATED SERIES
The Hulking Monster was created by Shadow Weaver to attack Castaspella. It boasted a huge mouth full of sharp teeth and a relatively skinny body. Castaspella transformed it into a cuddly teddy bear.

HUNCH-DRAGONS

SPECIAL ABILITIES
Fire breathing

[illegible] [illegible] MOTU AUDIO PLAYS
Hunch-Dragons were a particular breed of Eternian dragon that was more intelligent than other variants. The Hunch-Dragons were also capable of communicating with humans through speech. They were friendly and kind by nature.

HUNGER LILY

1985 FILMATION MOTU ANIMATED SERIES
The Hunger Lily was a corn-eating plant indigenous to the Vine Jungle. It would ensnare its victims with its tentacles before devouring them with its gaping maw.

HUNTER BAT

SPECIAL ABILITIES
Flight

[illegible] FILMATION MOTU ANIMATED SERIES
The Hunter Bat was an enormous green bat with yellow eyes ridden by Angard. It was fitted with a saddle and could fly at high speeds.

ICE GIANT

WEAPONRY
Ice sword

1984 GERMAN MOTU AUDIO PLAYS
The Ice Giant was an enormous being made entirely of ice. It inhabited Eternia's frozen northern region.

ICE HACKERS

1983 FILMATION MOTU ANIMATED SERIES
Dwelling within the Ice Mountains, the Ice Hackers were oversized, polar bear-like beasts. They were covered in fur and had sharp fangs and claws.

1983 MOTU MINICOMICS
In the MOTU minicomics, the Ice Hackers were portrayed as shaggy blue creatures with spiky red protrusions running down their backs. Aggressive and occasionally seen in the company of trolls, they made an unpleasant "HACCKKK!!! HACKKKK!!!" sound when agitated.

ICE MONSTER

SPECIAL ABILITIES
Ice breathing
Could absorb [illegible] through [illegible] absorption

1984 GERMAN MOTU [illegible] MOTU COMICS
The Ice Monster from Eternia's ancient past remained encased in ice until Skeletor found and freed it. [illegible] The Ice Monster would absorb their energy and grow much stronger. The monster was destroyed when He-Man melted it.

ICE SPIDERS

1983 FILMATION MOTU ANIMATED SERIES
The only Ice Spider depicted in the Filmation series was a large specimen with a skull-like face that guarded the Pit of Shadows. It could project an extremely sticky webbing from its mouth.

1987 MOTU NEWSPAPER STRIPS
In contrast to the Filmation series, the newspaper strips portrayed Ice Spiders as small, crystalline spiders, thought to have been extinct for twenty thousand years. Their bite was venomous enough to kill a human. They reemerged in modern day Eternia alongside [illegible] who could control them.

ICEBIRD

SPECIAL ABILITIES
Teleportation
Flight

1984 GERMAN MOTU AUDIO PLAYS
The Icebird was a fabled creature made entirely of Hyperspace ice. It could teleport anything, or anyone, into Hyperspace. It appeared on Eternia at Orgoton's side when he returned from the Plain of Eternity. When He-Man, Man-At-Arms, and Orko were attacked by the Icebird in the Hyperspace realm, He-Man threw a piece of Eternian metal at it. Upon contact, the metal exploded; rather than killing the Icebird, it erased him out of Hyperspace.

ICE-DRAGONS

SPECIAL ABILITIES
Flight
Ice breathing

1983 [illegible] MOTU BOOKS
Ice Dragons were a breed of Eternian dragons with white scales and the ability to freeze anything with their breath.

INDOMITABLE DRAGON

SPECIAL ABILITIES
Fire breathing

1984 GERMAN MOTU AUDIO PLAYS
The Indomitable Dragon, possibly from another world, was of a size and strength never before seen on Eternia. A friend of the dwarf Arkia, it could be controlled with her magic amulet, a weakness exploited by He-Man. The dragon rose over Castle Grayskull and even melted two of its walls, like most dragons it breathed fire.

INVISIBLE DEMONS

1984 [illegible] MAGAZINE
The Invisible Demons were transparent apparitions who assisted Skeletor by stealing Teela's [illegible] of Light and Scepter of Sorcery. While invisible to the naked eye, their outlines were illustrated in the comic story. They were humanoid in shape, possessing large horns and goat-like ears. With the assistance of the demons, Skeletor succeeded in entering Castle Grayskull and nearly obtained the other half of the Power Sword, which would have given him limitless power.

JACKAL-LIZARD

1983 FILMATION MOTU ANIMATED SERIES
The Jackal Lizard was a desert-dwelling creature that feasted on anything it could find.

JACKDAW

SPECIAL ABILITIES
Speech
Flight

1987 LADYBIRD POP BOOKS
A dimwitted blackbird, the Jackdaw spied on the Great Rebellion and reported its findings to Cerris in exchange for food.

KALLU

SPECIAL ABILITIES
Sorcery

1986 UK MOTU COMIC MAGAZINE
Kallu was the lead magician of the Sarrin, a group of evil demons banished from Eternia long ago by the Elders. He possessed powerful sorcery and had vowed to destroy Eternia should he ever return. When Skeletor summoned him to Eternia, Kallu refused to do his bidding and embarked on his mission to destroy the planet. Eventually foiled by He-Man, Kallu was sent back to the Netherworld with a blast from the Sword of Power.

KARG

SPECIAL ABILITIES
Size-changing
Flight

FOR THE 1986 ACTION FIGURE CHARACTER SEE CHARACTERS: KARG

1983 FILMATION MOTU ANIMATED SERIES
Karg was Adrog's diminutive dragon-like sidekick. He would sit upon Adrog's shoulder until an escape was required. Karg would then grow to an enormous size and fly off with Adrog astride his back.

KELLER FLOWERS

1986 UK MOTU COMIC MAGAZINE
Keller Flowers were used by Orko as ingredients in spells and potions. Their juice, combined with that of Bodie Flowers could produce a sleeping draft.

KING LIZ

1983 FILMATION MOTU ANIMATED SERIES
King Liz was a legendary creature from the Valley of the Lost. The brown creature looked similar to a T. rex. Dominant and open to peaceful resolutions to confrontations, King Liz earned its name from the spikes protruding from its skull in the shape of a crown.

KOMA-BEAST

1987 STAR MOTU COMICS
The Koma-Beast was an Eternian sea monster so large that it could walk upon the seabed while its head and upper body broke the surface.

KONZILLA

SPECIAL ABILITIES
Strength

1986 UK MOTU COMIC MAGAZINE
A powerful demon from the Island of Monsters, Konzilla was a creature powerful enough to defeat He-Man. Susceptible to Beast Man's mind control, Konzilla was unleashed on the Heroic Warriors by Skeletor. When Beast Man lost control of the creature, it reverted to its noble and harmless nature, promising to aid He-Man if he ever needed its help.

KORLOCK

1983 FILMATION MOTU ANIMATED SERIES
The Korlock was a terrifying, lizard-like creature with a hard shell, six tentacles, two arms, and a tail. It hurled boulders at its prey.

KOWL

TITLES: The Know-It-Owl

AFFILIATIONS: Great Rebellion

SPECIAL ABILITIES: Superior intellect; Flight

1985 FILMATION POP ANIMATED SERIES

Kowl, alongside Kowla and his cousin, Red Eye, was among the last of his species. Kowl lacked courage, but he generally overcame his fears where his friends were concerned. His apparently long-standing relationship with Bow was tempestuous, and the pair frequently (and often hilariously) bickered. Often, Kowl would emerge victorious from these quarrels, using his wit, intelligence, and sharp tongue to great effect. He was one of the few who knew that Adora and She-Ra were one and the same.

Kowl's ability to fly made him a good scout for the Great Rebellion, and he would warn them about incoming attacks or their impending doom.

1985 POP MINICOMICS

In the POP minicomics, Kowl was known as "the Know-It-Owl" because of his highly developed intelligence. He enjoyed speaking [illegible] whenever he [illegible] kept [illegible] on dangerous missions. Due to his small size and his ability to fly from place to place, he was an excellent scout. Kowl was a loyal friend to Adora and Bow and one of the few individuals who knew that Adora and She-Ra were the same person.

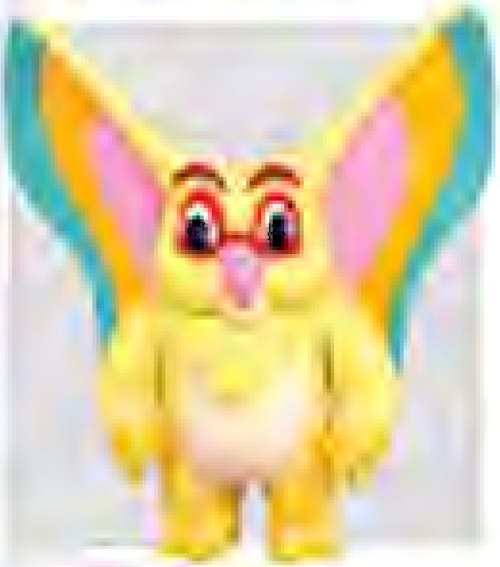
[illegible]

[illegible] BRAZILIAN ESTRELA POP MINICOMICS

In the Brazilian POP minicomics, Kowl was extremely fond of sleeping. He liked nothing more than to take a nap on a tree branch. Even while in midflight, Kowl could be heard remarking that he was becoming sleepy.

[illegible] MOTU CLASSICS

The Classics added little to Kowl's characterization. Having joined the Great Rebellion after seeing the Horde's attacks on his tribe, Kowl befriended and fought alongside Bow for many years. Later, he traveled with Bow to Eternia and participated in the Third Ultimate Battleground.



KOWLA

SPECIAL ABILITIES: Flight

1985 FILMATION POP ANIMATED SERIES

Like Kowl, Kowla was a member of a species which was becoming extinct on Etheria. She had a very delicate temperament but also a strong aversion to violence. She later became romantically involved with Kowl.

KRACK-NAR

SPECIAL ABILITIES
Strength

1986 UK HE-MAN COMIC MAGAZINES
Krack-Nar was a terrifying sea dragon from the darkest depths of the Eternian oceans.

KRAKEN

SPECIAL ABILITIES
Strength
Great Underwater Speed

1983 FILMATION HE-MAN ANIMATED SERIES
According to legend, the Kraken was the largest sea monster on all Eternia. It possessed four arms and great speed underwater. It would fight continuously when agitated. Man-E-Faces used the VHO to control the creature and set it on He-Man.

KRAKOR

1984 GERMAN HE-MAN AUDIO PLAYS
Krakor was an abominable squid with long, poisonous spines on his back. He served Beast Man, keeping him company in his underwater Vinisian grotto. There, Krakor delighted in reminding his master that he depended on Skeletor's help to conquer Eternia.

KULWAT

SPECIAL ABILITIES
Strength

1983 FILMATION HE-MAN ANIMATED SERIES
The Kulwat was a powerful, bull-like creature with a nasty temper. It had a shaggy mane and four horns, two atop its head like a bull and two on either side of its snout.

LAPCHWORES

SPECIAL ABILITIES
Flight

1986 UK HE-MAN COMIC MAGAZINES
Lapchwores were vicious winged reptiles under Skeletor's control. Their primary weakness was exposure to water, which would put them out of action.

LIOZARD

1985 LADYBIRD HE-MAN BOOKS
The Liozard was an Eternian lion-lizard hybrid. Although it appeared savage if its territory was trespassed on, it was peaceful creature and would not hurt those who meant it no harm. Teela described it as "one of the Lizard People."

LIZARD-BATS

OTHER NAMES
Guards of Kroove

SPECIAL ABILITIES
Flight

1987 GERMAN ECAPA HE-MAN COMICS
Also known as the Guards of Kroove, the Lizard-Bats lived inside a hollow tree that served as a path to the Crystal Shrine.

LIZIGATOR

1986 UK HE-MAN COMIC MAGAZINES
The Lizigator was a giant reptilian creature from Eternia's Sinister Swamplands.

LOOMS

1983 FILMATION HE-MAN ANIMATED SERIES
The Looms were oversized hornet-like creatures. They were incredibly deadly and worked together in large numbers.

LORBOS

SPECIAL ABILITIES
Projecting deadly blasts from stinger

1985 FILMATION MOTU ANIMATED SERIES

The Lorbos was a monstrous crab-like creature with eyes on stalks and a stinger on the end of its tail which projected deadly blasts of energy.

LOVEBIRD

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Lovebird was a creature indigenous to the planet Darius 7. It was large with yellow feathers.

LURKER

SPECIAL ABILITIES
Gliding
Projecting beam to encase [illegible] in ice

1985 FILMATION MOTU ANIMATED SERIES
The Lurker was a bear-like creature with webbing under its arms which allowed it to glide through the air. It could project beams from its mouth that encased its enemies in ice. It loyally served the Enchantress of Mount Fear.

MADRONA TREE PODS

2003 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Madrona Tree Pods fell from Madrona trees in Eternia's southern islands. The pods floated on the ocean waters and washed up on shores throughout the Light Hemisphere. The milk from these pods contained antibodies which were the only cure for the venom of the jellyfish-like [illegible].

MAGIC DRAGON

SPECIAL ABILITIES
Great magic powers
Breathing magic flame

1986 UK MOTU COMIC MAGAZINES
The Magic Dragon of the Blue Mountains was a friendly and harmless dragon. But this didn't stop [illegible] from [illegible]. Hordak and Shadow Weaver sneaked into his home one night and stole his magic flame to power their new weapons. This left the dragon very sad, and being a Magic Dragon, he was unable to prevent his magic powers from spreading his sadness, causing a great wave of depression throughout Eternia.

MAGICAT

[illegible]

1985 GOLDEN MOTU BOOKS
Magicat was a large white lion, similar to [illegible].

MAGNA-SNAKES

SPECIAL ABILITIES
Spitting deadly venom
[illegible]

1986 UK MOTU COMIC MAGAZINES
Centuries in the past, during King Hiss's original reign on Eternia, the Magna-Snakes were the most powerful and dangerous snakes on the planet. In addition to their great strength and deadly venom, they wielded eyes which would reverse their enemies' powers, for instance, making He-Man weak or turning Spikor into a statue. The Magna-Snakes could be frightened off by fire.

The Magna-Snakes were so savage that they would instinctively attack even King Hiss himself, but his power enabled him to control two Magna-Snakes at a time. When King Hiss reemerged in present-day Eternia, he recovered the Magna-Snakes from their nest, placed two of them under his control, and returned them to normal size, before using them to hack away the rocky ground beneath which Viper Tower was buried, recovering his old command center.

MAGNUM SCORPION

1984 [illegible] MOTU AUDIO PLAYS
The Magnum Scorpion was a large red creature used by the Mages of the Timeless Grove with the intention to fight and kill the [illegible].

MALABEAST

1983 FILMATION MOTU ANIMATED SERIES
The Malabeast was a large, ferocious, hairy creature that Skeletor used as a model to make the energy beast [illegible].

MAN-EATING PLANTS

1983 MOTU MINICOMIC
The Man-Eating Plants were very large carnivorous plants with many eyestalks. They were quite ravenous and craved human flesh.

MANTARIAN MONO SNAKES

1986 UK MOTU COMIC MAGAZINES
Mantarian Mono Snakes were magically conjured into existence from a rock by Hordak, when he briefly gained magical powers during a lunar conjunction.

MAMMAPHANT

SPECIAL ABILITIES
Projecting powerful bursts of water through trunk

1986 UK MOTU COMIC MAGAZINES
The Mammaphant was a mammoth-elephant hybrid capable of spraying powerful blasts of water through its trunk.

MANTICORES

SPECIAL ABILITIES
Agility

1983 FILMATION MOTU ANIMATED SERIES
The Filmation MOTU series depicted a huge manticore having the head of a lion, a humanoid body resembling a beast and a spiked tail. Despite its fearsome appearance, it was surprisingly timid.

1983 MOTU MINICOMICS

The minicomics portrayed a manticore that guarded the witch's Skyhorn. It was leonine in appearance. The manticore had poisonous spines on the end of its very dangerous barbed tail.

1985 LADYBIRD MOTU BOOKS
The Ladybird books' version of a manticore possessed a human face, the body of a lion, and the tail of a scorpion.

MANDRONES

SPECIAL ABILITIES
Flight

1983 FILMATION MOTU ANIMATED SERIES
Mandrones were oversized feathered predators who would swoop down on their prey without mercy. They could project laser beams from their eyes.

MAOSER

1985 FILMATION SHE-RA ANIMATED SERIES

The Maoser was a small, furry creature from the Dark Dimension that hung by its tail in trees and ate berries. It was friendly but skittish. The Maoser would [illegible].

MARSHFLIES

SPECIAL ABILITIES
Illumination

1984 UK WORLD MOTU ANNUALS
Marshflies were insects native to the swamplands of Eternia that produced illumination. They were especially common in the city of Morain.

MARSH-MONSTER

[illegible] UK MOTU COMIC MAGAZINE

The Marsh-Monster was an electronic droid sent by Hordak and Skeletor to attack He-Man. While He-Man was making his regular patrol through the Marshlands of Mylor, he pulled into what seemed like a clump of dry land that turned out to be what appeared to be a vicious Marsh-Monster. Stuck in muddy water, He-Man noticed the creature felt unusually warm and was giving off an electronic hum. Realizing it was a machine, He-Man attacked the droid with his sword, but it was booby-trapped, exploding into a thousand fragments. It knocked He-Man unconscious.

MASSING DWARF

[illegible] UK MOTU COMIC MAGAZINE

The Massing Dwarf was encountered by He-Man, Buzz-Off, and Roboto on the planet Meldoma, near Eternia. The Massing Dwarf attacked the heroes and briefly trapped them on Meldoma, but Roboto managed to strategically outwit the creature and enable the heroes' return.

MECHACATS

[illegible] FILMATION MOTU ANIMATED SERIES

Created by Zell with Orko's magical abilities, the Mechacats were robotic lions which were as big as Battle Cat and produced the same ferocious roar. Though terrifying in appearance, they were not made of durable materials.

MEGGIE

[illegible] FILMATION MOTU ANIMATED SERIES

Meggie was a large green pet belonging to a young Plah. She had a hard shell on which she could carry an older Plah.

METEOR WORM

[illegible] ITALIAN MAGIC BOY MAGAZINE

The Meteor Worm was a type of colossal green worm that dwelled within large space meteors in the Tri-Solar System. When a spacecraft came too close, it emerged with its hideous mouth agape, ready to devour the ship and its unlucky inhabitants. A Meteor Worm was capable of eating through solid rock, and once it caught a scent, it could track its prey in space.

MIND BEAST

SPECIAL ABILITIES
Conveying a mirror-through fire

[illegible] MARVEL STAR MOTU COMIC

The Mind Beast had existed in Mekos for one hundred years, striking fear into the hearts of all and thus growing more powerful. It was used to test the worthiness of those seeking the Healing Gem of Mekos.

MOAK

SPECIAL ABILITIES
Burrowing

[illegible] FILMATION MOTU ANIMATED SERIES

Moak was a burrowing beast who caused tremors and earthquakes every time he traveled underground. Extremely nearsighted and friendly but also clumsy, he had the ability to communicate with people via telepathy. Only a few were able to actually hear him, since most people were "blinded" by panic at the sight of his fearsome appearance.

MOJO

[illegible] UK MOTU COMIC MAGAZINE

Mojo, an ordinary dog, was the pet of a little girl and enjoyed playing fetch with his mistress in the Whispering Woods. He stumbled by chance upon Madame Razz's Book of Spells.

MOLKRON

SPECIAL ABILITIES
Superhuman strength

[illegible] FILMATION MOTU ANIMATED SERIES

The monster god Molkron was a nightmarish, centaur-like creature with the face and body of a horse, the torso of a human, and tentacles for arms. It had immense strength and could fire powerful blasts of energy from its eyes. Long before, it had fought alongside the Targs, making them an unstoppable force on Eternia. The Elders placed Molkron in a crystal prison deep within the Targs' cave.

[illegible] MOTU CLASSICS

Unlike the Filmation series, Molkron was imprisoned in a block of ice deep inside Castle Grayskull. He was presumably killed when the Unnamed One destroyed the castle.

MOLOCH OF EVIL

[illegible] GERMAN INTERPART/CONDOR MOTU COMICS
According to legend, the Moloch of Evil would one day come to Eternia and devour all that was good. It seemed as an enormous cloud with a vortex at its mouth. Anything it passed over was sucked into it and deposited into the Fright Zone dimension. Hordak used the Moloch to wreak havoc upon Eternia.

MONKEY-RABBIT

[illegible] FILMATION MOTU ANIMATED SERIES
The Monkey-Rabbit was a creature conjured by Orko with the proportions of a monkey but the face of a rabbit.

MONKEY-SPIDER

[illegible] LADYBIRD MOTU BOOKS
The Monkey-Spider was a venomous monkey with eight legs, similar to a spider. The creature dwelled within the forests of Eternia.

MONSTER OF THE DEPTHS

[illegible] MOTU MINICOMICS
A horrible monster from the icy depths of the sea, the evil creature was a vicious monster that obeyed Mer-Man's commands. The beast resembled a giant Earth octopus. However, unlike an octopus, it had a long snout with fleshy tendrils on the end of it. The monster also had a ridge of spines down its back and on its tentacles.

MONSTERS OF THE DEEP

[illegible] GERMAN MOTU AUDIO PLAYS
The Monsters of the Deep were horrendous creatures who lived in the Pool of Eternity. They originated on planet Earth and went to Eternia through the Cosmic Bridge which connected both worlds. The evil mage Belgarn once opened the gates of Eternia for the monsters to occupy the city while its citizens were asleep. Oreno and his soldiers defended Eternia against the monsters, who retreated back to their caverns.

MONSTONES

[illegible] US MOTU MAGAZINES
The Monstones were rock monsters magically raised by Skeletor. The creatures were made up of chunks of solid stone and were quite strong.

MONSTROID

TITLE
The Ultimate Battling Monster

AFFILIATION
Evil Horde

WEAPONRY
Red, razor-sharp claws

SPECIAL ABILITIES
Grasping and grabbing

[illegible] GERMAN MOTU AUDIO PLAYS
Monstroid was a monstrous crab in the service of the Evil Horde that grabbed victims in its claws and violently toss them through the air. Though it possessed an animalistic consciousness, it was unclear whether the creature was a living being or an artificial construct.

[illegible] MARVEL STAR MOTU COMICS
Having vanished eons ago to the bottom of the Sea of Rakash, Monstroid was a massive Evil Horde robot summoned by Hordak from the depths to exact his revenge upon He-Man. With immeasurable and seemingly unstoppable power, Monstroid had glowing yellow eyes, sinister fangs, and razor-sharp claws that he used to capture all of Hordak's enemies.

MORNIK

[illegible] FILMATION POP ANIMATED SERIES
The Mornik was a surprisingly aggressive chipmunk-like creature with a fish-like tail. It often stood on its hind legs, particularly when attacking its prey.

MORNINGSTAR

AFFILIATION
Dragons of Darksmoke

WEAPONRY
Fire breath

SPECIAL ABILITIES
Breathing fire

[illegible] FILMATION MOTU ANIMATED SERIES
Morningstar was an evil purple dragon with aspirations to rule the Dragons of Darksmoke. He was quick to betray his allies and tricked the dragons into waging war against the humans. His desperation eventually led to a duel against Granamyr, which Morningstar lost.

MULTI-SHARD

[illegible] UK MOTU COMIC MAGAZINE
The Multi-Shard was a sea monster with sharp claws and especially long tentacles. It was employed by Hordak to guard the equipment he used to create Eternian earthquakes.

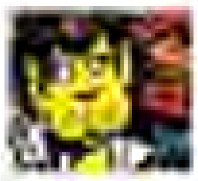
MURDER-ROSES

SPECIAL ABILITIES
Hypnotizing, immobilizing perfume

1987 [illegible] MOTU COMICS
The Murder-Roses were created in a garden by Hordak. They lured their victims closer with an irresistible perfume. Hypnotizing them, their victims entered a comatose state and floated above the ground. Eventually, the Murder-Roses would open their petals to devour their prey.

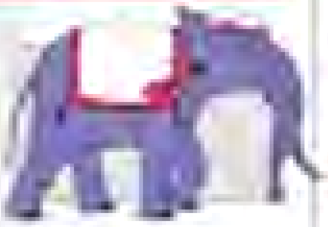
M'YOWER

AFFILIATIONS
Evil Warriors



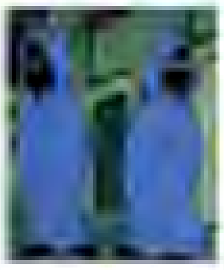
[illegible] UK MOTU COMIC MAGAZINE
M'Yower was Beast Man's pet, whom he introduced as Snake Mountain's newest Evil Warrior, although Beast Man claimed to have taught M'Yower himself.

MYRTLE



1983 FILMATION MOTU ANIMATED SERIES
Myrtle was a Mythiphant, a three-trunked elephant, who performed at Crackers's circus. She wanted to overthrow the tent and loved her master dearly.

NERBS



1983 FILMATION MOTU ANIMATED SERIES
Loyal to Negator, the Nerbs were odd little creatures that, although living, appeared to be nothing more than energy. When required, they would transfer their energy into Negator, allowing him to become more powerful. They wore long blue cloaks and spoke in a strange language. The Nerbs also appeared to be fearful and would often cower behind their master.

NETHERBATS

SPECIAL ABILITIES
Flight

1983 FILMATION MOTU ANIMATED SERIES
Netherbats were Darkdream's gargoyle-like creatures who would laugh maniacally as they captured their prey. Like their master, they could not be out in daylight.

NETHER-DEMON

[illegible] UK MOTU COMIC MAGAZINE
The Nether-Demon was conjured by Skeletor to attack Jobbler's emergency communication system and prevent him from using it when Skeletor invaded his home.

NIGHT SPIDERS

[illegible] FILMATION POP ANIMATED SERIES
Night Spiders were small, cavern-dwelling creatures that attacked in numbers. They ensnared their victims in their webs and then hid them behind rocks.

[illegible] UK POP COMIC MAGAZINE
In the UK POP comics, Night Spiders spun an extremely strong webbing that was nearly impossible to break.

NIGHTFIRE

[illegible] FILMATION POP ANIMATED SERIES
Nightfire was a two-headed, dragon-like creature that stood guard at Hordak Hall. Its proportions were almost humanoid. The creature could project beams from its eyes that encased its victims in blocks of ice.

NIGHTSTALKERS

SPECIAL ABILITIES
Projecting energy rays from hands

[illegible] MOTU COMICS
The Nightstalkers were demonic beings who guarded the bone bridge on the route to Darkmoor. They could project energy rays from their hands.

OAK THE JACKAL GOD

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS
Oak was the terrible Jackal God worshipped by the denizens of Zhar, an ancient civilization that once existed in a remote, forested region of Eternia. The fearsome deity was half man, half jackal. Long ago, Oak was imprisoned within a statue which could be found within the Temple of the Jackal. When Skeletor removed the statue from the temple, Oak broke free of the enchantment which imprisoned him and wreaked havoc on Eternia. Although the

Jackal God was tremendously powerful, he could be weakened by the elements of nature and was ultimately foiled by a maelstrom conjured by the combined powers of He-Man's sword and the magic of the temple's guardian priest.

OCTABEAST

1985 FILMATION MOTU ANIMATED SERIES
The Octabeast was kept in a pit at Snake Mountain beneath a trapdoor. It was controlled by Beast Man. Only one enormous tentacle was ever seen of the creature.

OCTO-EELS

1983 LADYBIRD MOTU BOOKS
Octo-Eels were octopuses with the head of a toothy eel at the end of each tentacle.

OCTOID

1987 GERMAN EHAPA MOTU COMICS
An Octoid was a giant, man-eating kraken with a sucker at the end of each tentacle.

OCTOPUS ALGAE

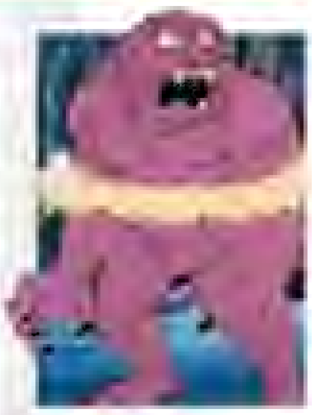
1987 ITALIAN MAGIC TOY MAGAZINE
Octopus Algae was a form of aggressive plant life that inhabited the swamps of Darksmoke. The Octopus Algae would emerge from the watery depths to ensnare victims in its slimy tentacular vines.

OGA

1985 FILMATION MOTU ANIMATED SERIES
Oga was an elephant in Cosmo's circus. She was a bit skittish, despite her great size. She placed great faith in Prince Adam, who taught her tricks.

OGRES

1985 FILMATION MOTU ANIMATED SERIES
The ogre of the Filmation series was a massive creature with fishy gills who dwelled within the Old Vine Jungle. It would give its presence away by growling and was extremely clumsy.



1986 MOTU MINICOMICS
In the MOTU minicomics, the cavern containing the Secret Legend of Life was guarded by a large blue Ogre with a transparent stomach that displayed its green brain.

OHNY

1985 FILMATION MOTU ANIMATED SERIES
Ohnny was Furia's pet Omiron, a creature with white fur, pink legs, and a duckbill. Ohnny was loyal to Furia and played a role in defeating Modulok.

OSIRA

1986 UK WORLD MOTU ANNUALS
Osira was a sentient alien plant whose children were kidnapped by Skeletor when she arrived on Eternia. She had purple leaves and yellow creepers which reached out and drained the energy from her victims. She would burrow into the ground when threatened.

OZOLS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Ozols were a small type of animal native to Primus. Orona had many Ozols in her flock.

PANTHOR

TITLES
Savage Cat of Skeletor

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Agility
Strength
Ferocity

FILMATION MOTU ANIMATED SERIES

[illegible]

KID STUFF MOTU RECORDS

[illegible]

UK MOTU COMIC MAGAZINES

[illegible]

GERMAN EHAPA MOTU COMICS

[illegible]

MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

[illegible]

MOTU CLASSICS

[illegible]

PAREK-NARRS

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Parek-Narr was a rhino-like beast with an impenetrable hide and a horn on its nose. Beast Man kept one as a pet at Snake Mountain.

2012 MOTU CLASSICS
In Classics Parek-Narrs were a species of Eternian predators that preyed upon cubs of the Green Tiger Tribe.

PEEP FISH

1986 UK MOTU COMIC MAGAZINE

The Peep Fish was a species of fish found in the Eternian rivers. Every so often it would leap out of the water to see if any of its enemies were nearby. The Peep Fish was also one of the fastest swimming fish on Eternia.

PINKY

1985 FILMATION POP ANIMATED SERIES
Pinky was Lemia's incredibly fast elk-like pet and friend on Inergoren's farm. The animal had large antlers and was a dark shade of pink.

PLANT APE

SPECIAL ABILITIES
Strength

1983 FILMATION MOTU ANIMATED SERIES
The Plant Ape was a large, green shrub-like monster that lived in the Old Vine Jungle. It would threaten unwary travelers. Though strong, it could be frightened away by loud noises.

POGLE ROSE

SPECIAL ABILITIES
Speech
Telepathy

1986 UK POP COMIC MAGAZINES
The Pogle Rose was a talking flower kept by Perfuma in her garden. It communicated with all of the plants of Etheria via telepathy. It would find out what was happening throughout the planet and relay that information to Perfuma.

POLAR BEAST

SPECIAL ABILITIES
Strength

1985 FILMATION POP ANIMATED SERIES
The Polar Beast lived in Etheria's Freezing Mountains and preyed on any who trespassed in its territory. Utterly savage, it boasted terrifyingly large claws.

POOKA

1985 FILMATION POP ANIMATED SERIES
Pooka was a woodland creature with orange fur and a ball-shaped body. Not the bravest soul, Pooka was friendly with Twiggy and made chirping sounds to communicate.

POOKI

1983 FILMATION MOTU ANIMATED SERIES

Pooki was a blue-skinned woodland creature with a ball-shaped body. He made chirping sounds and became friends with Teela, who found him adorable.

PRETTY KITTY

1983 FILMATION MOTU ANIMATED SERIES
Pretty Kitty was a white panther with pink eyes who was part of Beast Man's menagerie. She was very attractive to Cringer, although her ferocity also frightened him. Under Beast Man's sway, she lured Cringer into a trap so that Skeletor could transform the green tiger.

PTERODACTYLS

SPECIAL ABILITIES
Flight

1983 FILMATION MOTU ANIMATED SERIES
Similar to the ancient Earth creatures, Eternian Pterodactyls possessed long beaks and arms attached to their wings, with which they would seize their prey. Beast Man could control and ride them.

PTERROR-DACTYLS

SPECIAL ABILITIES
Flight

1985 FILMATION POP ANIMATED SERIES
The Pterror-dactyls were blue-skinned creatures magically conjured by Count Marzo. They had the faces of gargoyles, large wings, claws, and spiked tails.

PULMOS

SPECIAL ABILITIES
Lightning venom

[illegible] THE YOUNG [illegible] ANIMATED SERIES
Pulmos were giant sea creatures similar to jellyfish, with one set of tentacles to walk on land and a second set covered in toxic stingers that they could spray in quick succession. The only known cure to Pulmos venom was the milk of the Madmora Dun Pods.

PYROK

TITLES
The Killer Dragon

SPECIAL ABILITIES
Fire breathing

[illegible] MOTU COMIC
Pyrok was a large fire-breathing dragon. It was said that no living being was a match for "the Killer Dragon." Skeletor attempted to use Pyrok to kill He-Man and Man-At-Arms on Skeleton Island.

QUAGMI LEECH GNATS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Quagmi Leech Gnats were a particularly annoying breed of amphibious creature found in the Quagmi Swamp. Once they attached themselves to a victim with their suckers, they were tough to shake off.

QUAGMI SWAMP LIZARDS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Quagmi Swamp Lizards were small reptilian creatures that dwelled in the Quagmi Swamp.

QUEEPER

[illegible] FILMATION POP ANIMATED SERIES
The Queeper was a furry little creature from the Dark Dimension with a jewel on its forehead. When startled, the Queeper vanished and left those jewels behind.

RABBIT-DEER

[illegible] FILMATION MOTU ANIMATED SERIES
The orange-furred Rabbit-Deer was the size of a deer and had the head of a deer but the body of a rabbit.

RABBOTS

SPECIAL ABILITIES
[illegible]

[illegible] FILMATION [illegible] ANIMATED SERIES
Designed by Plundor, the Rabbots were egg-shaped, [illegible] robotic rabbits. They were not very durable, but each came equipped with an arsenal of weaponry, making them dangerous.

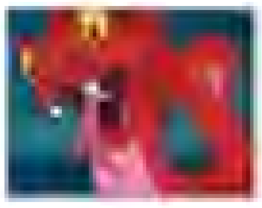
RAINBOW FROGS

[illegible] LADYBIRD MOTU BOOKS
Rainbow Frogs were multicolored frogs indigenous to Eternia's [illegible] Jungle.

RAVEN

[illegible] FILMATION MOTU ANIMATED SERIES
Skeletor's [illegible] Raven was used to spy on the Heroic Warriors in Castle Grayskull. The Raven could only communicate with Skeletor in [illegible] that rhymed.

RAZORFINS



[illegible] FILMATION MOTU ANIMATED SERIES
Razorfins were eel-like ocean animals that possessed extremely strong teeth. They could eat their way through virtually anything.

REALITY SHAPER

SPECIAL ABILITIES
Shape shifting
Reality shaping

[illegible] UK MOTU COMIC MAGAZINE
The Reality Shaper was a gruesome demon from Mega-Space. The demon could shape shift into any form and remold reality to whatever its master desired. Hordak managed to use the creature to shape reality on Eternia to his desires, causing all the Heroic and Evil Warriors on Eternia to bend to his will. Even He-Man and Skeletor were in Hordak's service. Only the Sorceress was able to narrowly avoid its power.

The Reality Shaper was an incredibly powerful opponent and was even able to penetrate Zoar's force shield. The Sorceress narrowly managed to defeat the creature by opening a warp into Mega-Space and sending the Reality Shaper back to its home dimension. With the Reality Shaper gone, things returned to normal on Eternia; both Heroic and Evil Warriors regained their senses, and Hordak fled.

RED EYE

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Flight

1985 FILMATION POP ANIMATED SERIES
Crafty and mischievous, Red Eye was Kowl's cousin and one of the few creatures of his kind in existence. Ragged and unkempt, he shared Kowl's ability to fly but little else. Willing to do anything to elevate his own status, he joined the Horde in an attempt to humiliate Kowl.

REED MONSTER

1986 UK MOTU COMIC MAGAZINE
The Reed Monster was a creature of legend contained within a bottle. When released, it appeared terrifying and ferocious, but in reality it was gentle and harmless.

RELAY

AFFILIATIONS
Monstroids

SPECIAL ABILITIES
Adaptability
Flight

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL
Relay was the Monstroid puppy who could fly by spinning his tail. He resembled an Earth poodle with machine parts. He was cute enough to endear himself to even the likes of Skeletor.

RHINO BEETLE

1983 FILMATION MOTU ANIMATED SERIES
A relic of prehistoric Eternia, the Rhino Beetle was a creature that existed on Dragosaur Isle. It lived underground, surfacing only for food. It possessed a horn, claws, and a crab-like shell. The Rhino Beetle could move and leap very quickly.

ROBO-RATS

OTHER NAMES
Robot Rats

SPECIAL ABILITIES
Transformation

1986 UK WORLD MOTU ANNUAL
The Robo-Rats were cyborg rodents who lived amid the rusty ruins of old machinery on Eternia. They were mastered by the Cyborg Vultures.

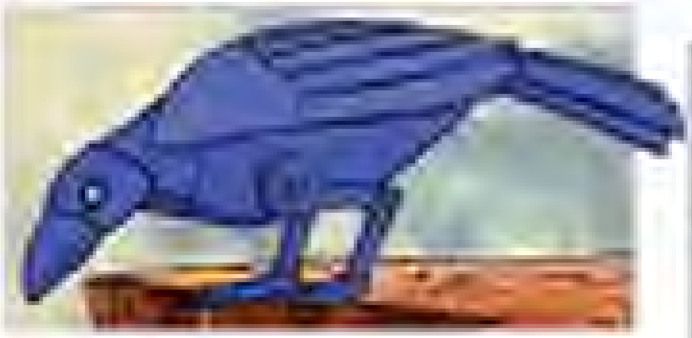
1987 [illegible] MOTU COMIC
Skeletor created millions of Robot Rats and set them to swarm the city of Eternos. Resembling living rats, they were controlled from a command center inside Snake Mountain.

ROBOT BIRDS

SPECIAL ABILITIES
Flight

1987 [illegible] MOTU COMIC
Robot Birds behaved precisely like living birds. They resided in a lava pool in the Vale of Shadows.

ROBOT RAVEN



AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Reconnaissance

1983 FILMATION MOTU ANIMATED SERIES
A precursor to Screeech, Skeletor's Robot Raven was a metallic blue bird with cameras for eyes. It would transmit footage of what it saw back to Snake Mountain.

ROCK BEETLES

1986 MOTU NEWSPAPER STRIP
Rock Beetles were somewhat large and extremely poisonous insects. They were indigenous to the Lands of Solitude outside the Kingdom of Eternos.

ROCK LIZARD

1985 FILMATION MOTU ANIMATED SERIES
The Rock Lizard lived outside Snake Mountain and had the ability to blend in with the surrounding rocks. Though large and terrifying, it was relatively harmless.

ROCK MONSTERS

SPECIAL ABILITIES
Great strength

1983 FILMATION MOTU ANIMATED SERIES
Serving Beast Man, the Rock Monsters rolled on Snake [illegible]. They bore a resemblance to the Demon of Stone created by Evil-Lyn.

ROC

SPECIAL ABILITIES
Flight

[illegible] FILMATION MOTU ANIMATED SERIES
A bird very similar to a pterodactyl with brown skin. The females were fiercely protective of their nests. Battle Cat was able to communicate with a nesting Roc when he encountered one in the Valley of Power.

RUBY PHOENIX

[illegible] UK WORLD MOTU ANNUALS
The Ruby Phoenix was a creature of legend. Only King Randor (here called "King Miro") knew that if the creature was ever to perish, Eternia would crumble and decay. The phoenix's feathers were the key to Eternia's existence.

SABERION

[illegible] US POP COMIC MAGAZINES
The "Saberion" was a large feline beast that roamed Eternia.

SABRECAT

[illegible] FILMATION MOTU ANIMATED SERIES
Ferocious and powerful, the orange Sabrecat had large fangs and three stripes on its back.

SAGO

[illegible] FILMATION MOTU ANIMATED SERIES
Sago was Lady Rakina's green gargoyle-like pet. He was good-natured, pliant and not in agreement with his mistress's destruction of trees. Though he possessed wings, he could not fly.

SALK WEED

[illegible] FILMATION MOTU ANIMATED SERIES
Salk Weed was a bright orange weed that grew in trees within the Evergreen Forest. Man-At-Arms gathered it for use in his experiments.

SAND CRAWLERS

[illegible] FILMATION MOTU ANIMATED SERIES
Sand Crawlers were huge, red, ferocious, snaky creatures with spines down their backs. They had a pair of tentacles with two more tentacle-like appendages at each end.

SAND DEMONS

[illegible] FILMATION MOTU ANIMATED SERIES
The Filmation MOTU series presented several types of Sand Demon. Those created by Nepthu with the Sun Scarab were made of sand and used brute force to carry out their master's commands.

Similar in appearance to Nepthu's creations, Anthor's Sand Demons possessed great strength and could alter their own molecular composition.

Finally, Mantos conjured an enormous and terrifying demon from the desert sands. The creature would attempt to simply fall on its foes, burying them in sand.

SAND DEVILS (I)

[illegible] FILMATION MOTU ANIMATED SERIES
The giant Sand Devils dwelled within the desert sands of Eternia. They had enormous bodies, huge mouths with razor-sharp teeth, and tentacles. They would rise up suddenly from the sand to attack their prey.

SAND DEVILS (II)

OTHER NAMES
Whirling Devils

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
By forming tornadoes from sand, "Spinning" to create sandstorms

[illegible] US POP COMIC MAGAZINES
The Sand Devils were evil demons who existed in Eternia's Crimson Wastes and joined the Horde. Led by Grizzlor, they were hard to kill but would disintegrate into sand when exposed to a high-pitched sound of a specific frequency. They feared the Crimson Fury.

SAND DIGGERS

Special Abilities
Digging

1983 FILMATION MOTU ANIMATED SERIES
Sand Diggers were turtle creatures with three horns that burrowed under the sand. They were able to dig and move rapidly underground. They would emerge to attack their victims.

SAND SCUTTLER

Special Abilities
Strength

1983 FILMATION MOTU ANIMATED SERIES
The Sand Scuttler was a desert-dwelling, crab creature with enormous strength and claws.

SAND SLITHERS

1985 GOLDEN MOTU BOOKS
Sand Slithers were dangerous giant snakes that burrowed through the Sands of Time.

SAND SLUGS

1983 FILMATION MOTU ANIMATED SERIES
Sand Slugs were large, disgusting, gelatinous desert creatures which would travel under the sand and then emerge suddenly.

SAND SNAKES

1983 FILMATION MOTU ANIMATED SERIES
The Sand Snakes of Eternia's Wastelands were huge serpents. Each Sand Snake would wrap around its prey before devouring it.

1985 GOLDEN MOTU BOOKS
The giant Sand Snakes depicted in the Golden books dwelled within the Sands of Time. They were yellow and green.

SAND WORMS

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Sand Worms were large, blue, worm-like creatures with tusks (and no visible eyes). They hunted by smell, were very territorial, and were often seen in pairs or packs. Sand Worm bodies had a hardened [illegible].

SANDIPEDE

1983 FILMATION MOTU ANIMATED SERIES
A monster from the Sands of Time, the Sandipede was a huge, nightmarish creature with long claws protruding from either side of its mouth and sharp, pointy legs. The creature was orange with brown spots.

SANDWOLVES

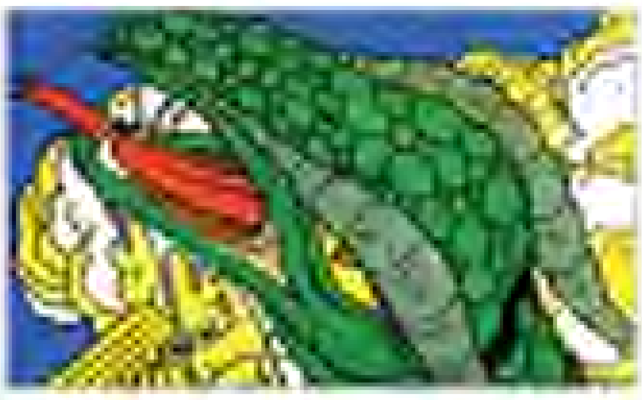
1986 [illegible] MOTU AUDIO PLAY
Sandwolves were ferocious wolves native to the Sands of Time.

SARCEDON

Special Abilities
Strength

1986 MOTU NEWSPAPER COMICS
Sarcedon was a colossal, serpentine god-beast from the dawn of Eternian history. In its [illegible] state, Sarcedon was the scale wrapped around Snake Mountain. It was referred to as "The World Destroyer" and, in ancient times, had burrowed deep into the ground. The creature caused terrible storms which nearly destroyed Eternia.
Sarcedon was defeated by a "Nameless Hero." In He-Man's day, the beast was awakened by the combined magic of King Hiss and Skeletor.

[illegible]



1986 BRAZILIAN EDITORA ABRIL MOTU COMICS
The Brazilian Editora Abril comics also featured Sarcedon, here spelled "[illegible]." Although the beast was also depicted as a gargantuan snake in the Brazilian comics, Sarcedon was not the reptile coiled around Snake Mountain as it was in the newspaper strip. In the Brazilian comics, Sarcedon lived deep underground near the kingdom of the Snake Men and was described as "the mother of all serpents."

[illegible]

SCARG

[1983] FILMATION MOTU ANIMATED SERIES

Scarg was the most feared and dangerous creature on Trolla. It was an enormous, worm-like beast with a large mouth full of razor sharp teeth. The creature had tentacles along the length of its body, which it used to snare its prey.

SCAVENGER BIRD

[1983] FILMATION MOTU ANIMATED SERIES

The Scavenger Bird was a vulture-like, desert-dwelling creature with dragon wings. It would feed on anything it could find.

SCORPIO

Projecting energy blasts from tail

[1983] FILMATION MOTU ANIMATED SERIES

Scorpio was a huge scorpion-like creature on the Sorcerer's ship. It could project energy blasts from its enormous tail.

SCREEECH

OTHER NAMES
Evil-Lyn

AFFILIATION
Evil Warriors

WEAPONRY
Missiles

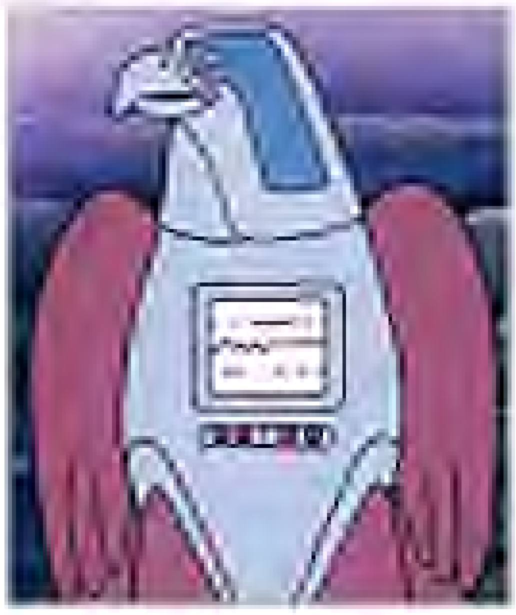
SPECIAL ABILITIES
Transformation into Evil-Lyn
Magic
Flying

[1985] MOTU TOY LINE

Screeech was a vicious blue and purple battlefield bird who fought for Skeletor. He had a nasty temper; arrows and missiles strapped to his body.

[1985] FILMATION MOTU ANIMATED SERIES

The Filmation MOTU series portrayed Screeech as a robotic bird. Skeletor would place the bird at Snake Mountain until required for combat. Its cries were so loud and painful that the heroes were compelled to protect their hearing. Its internal circuitry was susceptible to water damage from rain.

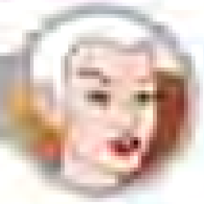


[1985] KID STUFF MOTU RECORDS

In the Kid Stuff records, Screeech was depicted as an alter ego for Evil-Lyn, who would use an incantation to transform into the vulture Screeech. In this form, she would fly off on missions for Skeletor.

[1986] GOLDEN MOTU BOOKS

Similar to the Kid Stuff records, Screeech was the alter ego of Evil-Lyn. However, here she was known to hurl magical assaults from her talons.



SCRUFFER

[1985] FILMATION POP ANIMATED SERIES

A Scruffer was a shaggy pink creature with a tail and horn that walked on all fours. It had a peaceful and playful disposition.

SEA DRAGONS

[1983] LADYBIRD MOTU BOOKS

Sea Dragons were similar to Sea Serpents and lived in Eternia's oceans.

SEA SERPENTS

[illegible] LADYBIRD MOTU BOOK
Sea Serpents were monstrous Eternian sea creatures under Mer-Man's control. They were his favorite beasts to unleash upon his enemies.

[illegible] POP MINICOMICS
Catra controlled two enormous green Sea Serpents in the POP minicomics. They were vicious creatures from the darkest depths of Etheria's oceans.

SEABIRDS

[illegible] UK WORLD MOTU ANNUALS
Seabirds were the Eternian equivalent to seagulls and could be found near bodies of water.

SEA-DOLPHS

SPECIAL ABILITIES
Psychic sense of danger
Swimming at hyperspeed

[illegible] UK POP COMIC MAGAZINES
The Sea-Dolphs were powerful dolphins who lived in Etheria's oceans and were friends with Mermista. They enjoyed playing hide-and-seek and could sense impending danger. Though all Sea-Dolphs could swim with great speed, Flyer was the fastest.

SECLAPODS

[illegible] MOTU CLASSICS
Seclapods were a carnivorous Eternian species immune to the mind-control powers of the Beast Man. Clawful earned his place among Skeletor's Evil Warriors by saving Beast Man from a Seclapod attack.

SENTI-MUD

[illegible] UK MOTU COMIC MAGAZINES
Senti-Mud was sentient mud on the planet of Inversha that could be formed into living clay people.

SENTI-TREES

[illegible] UK MOTU COMIC MAGAZINES
Senti-Trees were Eternian anthropomorphic trees who were generally grumpy but enjoyed the Season of Goodwill.

SERPENTOIDS

SPECIAL ABILITIES
Strength

[illegible] FILMATION MOTU ANIMATED SERIES
The two-headed Serpentoids were an army of killer, dragon-like robots created by Skeletor. Though they possessed great strength, their primary advantage was in the sheer numbers in which they were produced.

SERPENTS

[illegible] FILMATION MOTU ANIMATED SERIES
The Filmation MOTU series presented a giant, man-eating serpent that dwelled within the lava lakes of the Region of Flame. It was tremendously powerful and had many tentacles.

[illegible] FILMATION POP ANIMATED SERIES
The Filmation POP series depicted a serpent in the Dark Dimension that could disguise itself as a mountain. It had a large mouth and a forked tongue.

[illegible] MARVEL STAR MOTU COMICS
A huge, two-headed serpent was kept at the arena on Aeriana in the Marvel Star comics. It would use its body as bind its enemies.

[illegible] UK MOTU COMIC MAGAZINES
In the UK comics, a large serpent lived underground in the jungle on the way to the Valley of Mirrors. It would coil itself around its intended prey.

SERPENTAURS

SPECIAL ABILITIES
Flight

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Serpentaurs were huge, greenish snake creatures with small arms and legs. Although they had poor vision, their wings carried them fast and low over battle as they released piercing shrieks to frighten their prey. Their slender forms made them extremely agile and difficult to strike. They could also project bolts of lightning from their mouths. Their enemies were the Dragons, whose eggs they ate while hunting in packs. Beast Man controlled them in service to Skeletor.

SERPOS

AFFILIATIONS
Snake Men

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Serpos was an enormous three-headed serpent god worshiped by the Snake Men in Eternia's past. The Council of Elders had imprisoned the beast god in stone. In the present time, King Hiss freed the creature using the Medallion of Serpos in an effort to once again conquer the planet. The serpent god destroyed the Royal Palace, spewing lava from its three mouths, but was outmaneuvered when He-Man called upon the Elders' power. Serpos was then once again returned to Snake Mountain.

2003 MV CREATIONS' MOTU COMICS

In the MVCreations comics, King Hiss traveled to the Land of Zalesia in Eternia's ancient past to locate (the) amulet with which Hiss could awaken Serpos from his slumber. The serpent god devastated entire populations and natural habitats. It went back asleep to the Snake Men's lair before King Hiss regained control of it. Before it was stopped, Serpos destroyed the kingdom of Zalesia. The Council of Wisdom imprisoned the deity again in stone and the volcano that came to be known as Snake Mountain.

2008 MOTU CLASSICS

The Classics toys provided additional details regarding Serpos's backstory. Serpos was the ancient three-headed serpent deity of Preternia. The Demon Snake Lord (the owner of the shield and staff that eventually went to King Hiss and Tirela, respectively) raised the Serpos. When King Hiss and the Snake Men came to Eternia and called on him to strengthen their forces, they devastated Preternia, enslaving the population until [illegible] raised an army to oppose them. During the Great Wars, Serpos destroyed the city of Zalesia after its king [illegible] broke a treaty with King Hiss by hiding a daughter. Following the first Ultimate Battleground, the Elders used their combined powers to tap into the Starseed and transform Serpos into stone, thus creating Snake Mountain.

2012 DC MOTU COMICS

In the 2012 DC comics, Serpos was the primordial Demon aspect of the Goddess, whom the Snake Men worshiped as the mother of all creation and saw in their own image. To the Snake Men, Serpos represented the principles of blood, poison, and desire. Serpos was represented by a snake, which was the symbol of the Snake Men.

When Teela became the Sorceress of Serpos, she had the ability to transform herself into a three-headed snake (on account of Serpos's power).

SHADOW BEASTIES

POWERS/WEAPONS
Flight and energy beams

1985 FILMATION POP ANIMATED SERIES

Shadow Weaver's Shadow Beasties resembled dark clouds with glowing red eyes and tentacles. The creatures could project energy beams at their foes

SHADOW BEASTS

TYPE
Evil Creatures of Darkness

SPECIAL ABILITIES
Strength
Agility
Stealth

1983 FILMATION MOTU ANIMATED SERIES
Shadow Beasts were apish animals who lived in many areas throughout Eternia. Fearsome and dangerous, they tended to hunt in packs. One group allied themselves with Beast Man.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The MYP series depicted Shadow Beasts as terrifying, gorilla-like monsters with black fur. They traveled fast over land and could jump high but were terrified of the light.

2014 MOTU CLASSICS
The Classics [illegible] the established canons with the Shadow Beasts' backstory and nature. Shadow Beasts were giant, nocturnal ape monsters who lived in tribes throughout Eternia's Dark Hemisphere. Count Marzo [illegible] the Shadow Beasts as a weapon against his enemies King Miro and the Elders during the Great Unrest. Miro's sons, Prince Keldor and Randor, drove the Shadow Beasts back to Mount [illegible]. There, a colony of the beasts hid and cultivated a hatred of both humans and Gars. Shadow Beasts were easily manipulated, and their growing numbers soon fell under the control of Beast Man. Unaware that Beast Man's master Skeletor was once the very Gar who had driven them into the shadows, the beasts performed acts of evil and mayhem serving the Lord of Destruction. Despite their size, Shadow Beasts were capable of great stealth and could sneak up on their victims in the dark.

SHADOW MASTER

SPECIAL ABILITIES
Blending into shadows
Flight

1983 FILMATION MOTU ANIMATED SERIES
Kol Darr's [illegible], horse steed, Shadow Master, had the power to fly as well as produce a long, sturdy rope from his [illegible] compartment. Most impressively, Shadow Master could blend with shadows, losing all tangibility and becoming well camouflaged.

SHADOW WING

SPECIAL ABILITIES
Flight
Speech
Sorcery

1983 FILMATION MOTU ANIMATED SERIES
Shadow Wing was an ancient dragon enemy of Granamyr. He resembled other green Eternian dragons. Unlike others of his kind, Shadow Wing performed sorcery and had the ability to speak.

SHAGGY FOE

1983 MOTU MINICOMICS
This unnamed purple beast was a [illegible] monstrosity. It had shaggy purple fur and a row of spines down its back. The hideous creature also had fearsome fangs and claws with which it could rend the flesh of its victims.

SH'GORA

SPECIAL ABILITIES
Mind control
Paralyzing [illegible] from eyes

1983 FILMATION MOTU ANIMATED SERIES
Sh'Gora was a demon that had [illegible] Eternia for eons, wishing to conquer it. He had a nightmarish, vaguely human appearance and tentacles. He could project beams from his eyes to paralyze his enemies and control another's mind and body. When unleashed again [illegible] by [illegible], he was so powerful that the Heroes and Evil Warriors had to team up to defeat him.

SHAMINAVITS

1983 FILMATION MOTU ANIMATED SERIES
The Shaminavits were an alien race of pink creatures from the [illegible] planet of [illegible]. They communicated in a strange tongue and were easily frightened by strangers.

SHRIEKERS

SPECIAL ABILITIES
Flight
Shrieking

[illegible] FILMATION MOTU ANIMATED SERIES
Appropriately named, Shriekers were colorful bird-like creatures that let out a high-pitched shriek as they attacked their prey. They were highly aggressive, with great strength and sharp teeth.

SKYTREE

SPECIAL ABILITIES
Knowledge of Eternian history

[illegible] FILMATION [illegible] ANIMATED SERIES
Skytree was the only being on Eternia rumored to be older, and perhaps wiser, than Granamyr. The ancient tree claimed the forests of Eternia were born from his seeds. He was the soul of all that was green and good. Skytree was prepared to sacrifice himself to save the life of Man-At-Arms, thanks to recounting a past event where a Man-At-Arms had saved the Forgotten Forest from the Witches of Fire.

SLARM

[illegible] FILMATION [illegible] ANIMATED SERIES
A diminutive, balloon-like evil demon, Slarm was the servant and messenger of [illegible], whose wrath he often bore.

SLEEPING BEAST

[illegible] FILMATION MOTU ANIMATED SERIES
Summoned by Skeletor from a tar pool within the House of Darkness, the Sleeping Beast was a truly hideous creature. The green-colored beast had one bulbous eye, a large mouth full of jagged, razor-sharp teeth, and many tentacles with which to ensnare its victims.

SIREN FISH

SPECIAL ABILITIES
[illegible] that shatters walls

[illegible] UK POP COMIC MAGAZINES
The Siren Fish of Etheria lived in the Silver River. Legend told of how they had once been Etheria's human rulers. After reaching a level of supreme peace and contentment, they gave up their human forms and took to Etheria's seas as fish. Their siren-like cry was powerful enough to shatter walls.

Mermista loved to play with the Siren Fish in the Silver River. Many years before, they had taken an oath of nonviolence, but in helping the Rebels against the Horde, they broke that oath. The Siren Fish went away to consider whether they should honor their oath in the future or help the Rebels in their struggle against the Horde. Mermista waited patiently for her friends to return, confident that they would choose to join the Rebellion at last.

SLIME MONSTERS

SPECIAL ABILITIES
Brute strength

[illegible] FILMATION MOTU ANIMATED SERIES
The Slime Monsters were foul-smelling piles of slime that would only appear on Eternia when Darksmoke threatened. They were [illegible] and [illegible] used for their brute strength.

[illegible] MARVEL STAR MOTU COMICS
In the Marvel Star comics, Skeletor created a Slime Monster from the swamp located near the Three Towers. Though huge and powerful, it was slow-moving and slow-witted.

SLITHERS

[illegible] GOLDEN MOTU BOOKS
Slithers were huge, blue-scaled creatures with horns and forked tails. They were native to Eternian swamps.

SLIZARDS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Slizards were small Primus creatures that were a combination of a snake and a rat.

SLOTTOS

SPECIAL ABILITIES
Strength

[illegible] FILMATION MOTU ANIMATED SERIES
The Slotto was a beast of burden with a face similar to an aardvark. Slottos were often used by the peasants of Eternia to pull carts with heavy loads.

SKIZ

[illegible] [illegible] MAGAZINES
Skiz was the robotic kangaroo pal of the young Primus boy Oolanius. Skiz was very friendly and was always seen by Oolanius's side.

SNOW MONSTERS

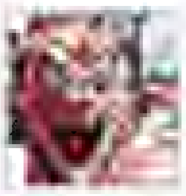
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Snow Monsters were creatures cut from ice by Mara using her laser goggles.

SNOW SHARK

1986 MOTU NEWSPAPER STORY
The bloodthirsty Snow Shark was similar to a great white shark, but it "swam" through deep snow and was controlled by Sendir.

SOR-EL

AFFILIATIONS
Beingsaurs



1985 GOLDEN MOTU BOOKS
Sor-El was the leader of the Beingsaurs who made their home in another dimension. He was friendly with He-Man.

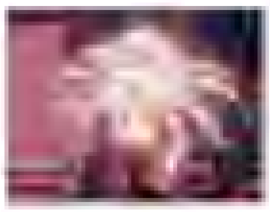
SORROWFUL

AFFILIATIONS
Great Rebellion

SPECIAL ABILITY
Fire Breathing

1985 PRINCESS OF POWER ANIMATED SERIES
A dragon unlike any other, Sorrowful was gentle, cowardly, and childish. He walked on his hind legs and could speak. He learned that friendship gave him the courage he'd sought and became an ally to the Great Rebellion. His ability to breathe fire terrified the Horde.

SPARKLER SPIDERS



1985 FILMATION MOTU ANIMATED SERIES
Constructed from fireworks and comprised entirely of sparks, Skeletor's Sparkler Spiders would rain down from the sky and set fire to anything they came in contact with.

SPIDASAURS

1985 FILMATION MOTU ANIMATED SERIES
Spidasaurs were massive in size, possessed many tentacles, and resembled lizards. They dwelled within the Sands of Time. They were strong enough to absorb shots from a Blaster Ray.

SPIDER CREATURE

SPECIAL ABILITIES
Advanced intelligence
Scientific invention skills
Flying & web-spinning

1986 UK MOTU COMIC MAGAZINE
The tyrannical giant Spider Creature was originally a perfectly ordinary harmless spider. The spider was experimented on by Man-At-Arms, who attempted to use a Size Enlargement Ray on the creature, but after the experiment failed, he set the spider free. The spider walked into the woods, where it was found by the Horde and subjected to an experiment by Hordak, who placed it in a machine intended to boost the intelligence of animals. This experiment also failed, and Hordak set the spider free. By pure chance, the spider passed by a battle between Skeletor and Stratos and was hit by one of Skeletor's magical bolts. The combination of the effects of Man-At-Arms' Size Enlargement Ray and Hordak's Mind Beam, together with Skeletor's magical bolt, led to a remarkable transformation, bringing about the intended effects of both the failed experiments and causing the spider to grow to giant size and increase in intelligence.

The spider became obsessed with power and transmitted its thoughts to the smaller spiders of its race, intent on using them as a spider army to conquer Eternia for itself. With its considerably boosted intelligence, the spider put together a machine to increase the size and intelligence of all the smaller spiders, making them as large and intelligent as itself. The spider sent its army to capture the Heroic Warriors, and they succeeded in overpowering several of them, trapping them in their webbing. However, once they had done this, the Spider Army became so power hungry as their leader and formed [illegible], trapping him in their own webbing and declaring they would take over Eternia themselves.

Just as Eternia was faced with an invasion of giant spiders, He-Man forced the lead spider to show him how its machine worked, and he used a Mind Crystal to cancel out the previous effects of the machine and return the Spider Army to normal size. The lead spider was clearly too dangerous to remain on Eternia, so the intergalactic law enforcement arrived on the planet and took the spider to the Prisonstar. Once he had served his time there, he would be set free on a different world. Still intent on total destruction, the spider vowed to return someday and achieve its goal of conquering Eternia.

SPIDER OF CRYSTAL

SPECIAL ABILITIES
Encasing anything in crystal

1985 FILMATION POP ANIMATED SERIES
The monstrous Spider of Crystal came to Etheria [illegible]. The hills of Spiderhead [illegible] it within a mountain. Huge and powerful, it could only be defeated with [illegible] stone; it could encase anything within a shell of crystal.

SPINDEER

1985 FILMATION MOTU ANIMATED SERIES
The Spindeer was a [illegible] elk-like animal with large antlers. It had a [illegible] cry.

SPIRIT

OTHER NAMES
Swift Wind

AFFILIATION
Great Rebellion

SPECIAL ABILITIES
Transformation into Swift Wind

1985 FILMATION POP ANIMATED SERIES
Spirit was Adora's horse from her days as a member of the Evil Horde. When Adora became She-Ra, Spirit transformed into the winged horse Swift Wind. Spirit and Adora shared a special bond. Even before Spirit gained the ability to speak, Adora often spoke to him and treated him like a friend. She never saw him as a mere horse.

SEE ALSO: SWIFT WIND

SPY-BATS

SPECIAL ABILITIES
Reconnaissance
Flight

1983 GOLDEN MOTU BOOKS
The robotic Spy-Bats were used by Skeletor to spy on his enemies. He could see everything they saw within a magical pool at Snake Mountain.

SQUABBITS

1983 FILMATION HE-MAN ANIMATED SERIES
Squabbits were Eternian creatures similar to rabbits but possessing long tails. They always appeared to be fried.

SQUALL

1985 FILMATION POP ANIMATED SERIES
Squall was Admiral Scurvy's spoiled orange cat. He had a patch over one eye, much like his doting master.

SQUIGILLA

1983 FILMATION MOTU ANIMATED SERIES
The Squigilla was an animal captured by Baron Grod. Though it was similar to a gorilla, it had [illegible] arms and a beak.

SQUINK

1983 FILMATION MOTU ANIMATED SERIES
The Squink was a blue, ball-shaped creature with legs and a head. Good-natured and playful, Squink also made creeping sounds.

STAR TREE

SPECIAL ABILITIES
Ultimate power

2009 MOTU CLASSICS
The Star Tree was grown from the liquefied energies gleaned from the Heart of the Universe by the Overlords of the Timeless Dimension. They built the Temple of Power around the tree to keep it and the Aura of the Gods safe. The Gods of the Multiverse hid their power inside the Sword of Eternia, which they had collected from the Star Tree. The tree would eventually die, requiring a new one to be grown on another world.

He-Man and Skeletor each absorbed some of the Star Tree's power during their climactic final battle at the Temple of Power on Delia.

STARBUGS

1984 KENNER MOTU AUDIO PLAYS
The Starbugs were sleeping-sized insects with diamond-like backs. They were beloved pets of Zodac but dangerous to anyone else, as they attacked with their pincers.

STARR WIND

1985 FILMATION POP ANIMATED SERIES
Starr Wind was Swift Wind's mate. She was passive yet brave. She eventually gave birth to their colt.

STELLERPHANTS

[illegible] POWER TOYS
Stellerphants were said to be the largest animals on Eternia. They were similar to elephants, but much larger.

STIGANORS

[illegible] MOTU NEWSPAPER STRIPS
Somewhat akin to a prehistoric woolly rhinoceros, Stiganors had shaggy fur and stubby horns on their rhinoceros-like heads.

STORM

AFFILIATIONS
Evil Warrior

SPECIAL ABILITIES
Flight

[illegible] POP PUBLICATIONS
Storm was Catra's wingless and white horse. His nasty disposition matched that of his mistress.

[illegible] GOLDEN POP BOOKS
In the Golden books, Storm was portrayed as a black stallion and the archnemesis of Swift Wind.

STORMCLOUD

[illegible] FILMATION POP ANIMATED SERIES
Stormcloud was Prince Orvold's brave steed. The gray and white horse cheerfully delivered Orvold's goods to the Great Rebellion.

STYGIAN SERPENT

[illegible] MOTU NEWSPAPER STRIPS
The Stygian Serpent was a large, aggressive aquatic snake lurking in the Enchanted Forest.

STYRAX

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Flight

[illegible] FILMATION POP ANIMATED SERIES
Styrax was Shadow Weaver's messenger bird. It had green feathers and a pointed blue beak.

SUN DEMON

[illegible] UK MOTU COMIC MAGAZINES
The Sun Demon was an ancient, evil demon that drew its powers from the Lost Stone of Kitta, which powered the demon by absorbing the sun's rays. The Sun Demon possessed incredible strength that rivaled that of He-Man. However, when the Lost Stone of Kitta was shaded from the sunlight, the demon's powers would weaken. He-Man defeated the Sun Demon by casting the stone into a hole beneath the ground, causing the demon to fade.

SWAMP BATS

SPECIAL ABILITIES
Flight

[illegible] FILMATION MOTU ANIMATED SERIES
Dwelling deep within the Eternian jungles, Swamp Bats were bat creatures which would run their hind legs and could fly at great speed.

SWAMP BEAST

[illegible] UK MOTU COMIC MAGAZINES
The Swamp Beast was awakened by Orko during a magic test he had to pass to prove his worth as a magician.

SWAMP HOPPERS (I)

[illegible] FILMATION MOTU ANIMATED SERIES
The Swamp Hoppers from Eternia's ancient past were similar to rabbits with large bulbous eyes.

SWAMP HOPPERS (II)

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Swamp Hoppers were large creatures with large red eyes, spiked tails, and frog tongues. They resided at Eternia's Far Swamp.

SWAMP OCTOPUS

SPECIAL ABILITIES
Strength

[illegible] GOLDEN MOTU BOOKS
The large brown Swamp Octopus lived in the swamplands where the Harmony Elm had once been.

SWIFT WIND

OTHER NAMES
Spirit

AFFILIATIONS
Great Rebellion

SPECIAL ABILITIES
Flight
Speech

1985 FILMATION POP ANIMATED SERIES

Swift Wind first appeared when She-Ra, imbued with the Power of Grayskull, inadvertently triggered the horse Spirit's transformation. Thenceforth, when Adora became She-Ra, she could transform Spirit into Swift Wind.

A powerful winged unicorn, Swift Wind could speak and carry She-Ra across the skies and through Etheria. Unlike Cringer's personality as Battle Cat, Swift Wind was not greatly different from his alter ego. He shared a deep and mutual trust with the princess and preferred peace and diplomacy over violent action.

1985 POP MINICOMICS

Spirit and Swift Wind underwent an additional transformation when Adora traveled to the Crystal World. There, Spirit became a horse of living crystal, and his alter ego, when transformed, was likewise crystalline. He appeared to remain in this form even after they returned to Etheria.

1986 GERMAN POP AUDIO PLAYS

In the German audio plays, neither Swift Wind nor Spirit possessed the ability to talk.

2020 MOTU CLASSICS

Consistent with other media, the Classics canon added that Swift Wind accompanied She-Ra to Eternia and participated in the Second Ultimate Battleground.

2012 DC MOTU COMICS

Adora rescued a flying steed from the Horde on Etheria. The steed flew off with its brethren but returned to help Adora. The steed remained at her side after that. Unlike the other versions, Swift Wind remained a flying horse and never spoke. When Eternia was freed, Swift Wind accompanied She-Ra to Etheria.

SWIFT WIND'S BABY

1985 FILMATION POP ANIMATED SERIES

Swift Wind's baby was born on Beast Island while his mate, Star Wind, was a captive of the Evil Horde. Initially, not having been born on Unicorn Island, the animal had the appearance of a normal horse. She-Ra used the Power of Grayskull to transform Swift Wind's baby into a flying unicorn. The animal had golden skin, dark brown hair, and white wings.

TANDRYLS

SPECIAL ABILITIES
Flight
Strength

[illegible] FILMATION MOTU ANIMATED SERIES
Tandryls were muscular maroon flying lizards with the features of both dragons and horses.

TALGOTH

SPECIAL ABILITIES
Power draining

[illegible] FILMATION MOTU ANIMATED SERIES
The Talgoth was a large blue beast in the Evergreen Forest with an elongated head, two noses, and a large mouth with a single tooth. It could drain the powers of those with which it came in contact.

TALON

AFFILIATIONS
Crimson Rebellion

SPECIAL ABILITIES
[illegible]

[illegible] UK POP COMIC MAGAZINES
Talon was the faithful pet of the Crimson Fury, the desert rebel who patrolled and defended Eternia's Crimson Wastes. Talon was a large hawk named for his talons, which he used in battle. His powerful [illegible] could [illegible] the Sand [illegible] of the desert.

TANGLE TREES

[illegible] FILMATION MOTU ANIMATED SERIES
Indigenous to Eternia's Old Vine Jungle, Tangle Trees were tall trees with many large, flexible branches. Once caught within the boughs of a Tangle Tree, one would have a difficult time escaping.

TARGOZ THE TERRIBLE

[illegible] UK MOTU COMIC MAGAZINES
Targoz the Terrible was a [illegible] and harmless demon from the Netherworld. He had built a reputation for being an evil demon, but it was just an act. In truth, he had been [illegible] from the [illegible] for [illegible] thousand years. Targoz was hopeful that, if he [illegible], the [illegible] might [illegible] in the next few centuries. He pretended to be evil as a means to stay out of trouble.

TERROR TERRIERS

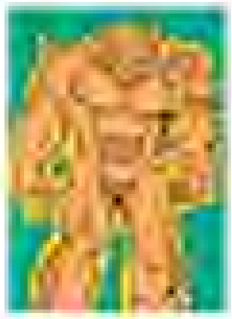
AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
[illegible]

[illegible] FILMATION POP ANIMATED SERIES
The Horde's Terror Terriers were robotic, dog-like creatures with orange eyes. They relentlessly pursued their prey without tiring.

THERMAL MONSTER

SPECIAL ABILITIES
Projecting magical blasts from hands
Strength



[illegible] BRAZILIAN EDITORA ABRIL POP COMICS
The Thermal Monster was a very large, muscular creature with horns and a body apparently made of stone. It could fire magical blasts from its hands and was extremely destructive. It had laid waste to the kingdom of [illegible] before being imprisoned in another dimension.

THREE-HEADED BATS

SPECIAL ABILITIES
Flight

[illegible] GOLDEN MOTU BOOKS
Three-Headed Bats were, unsurprisingly, fictional bats with three heads.

THREE-HEADED DEMON

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
The Three-Headed Demon was a horrific beast and ancient enemy of Grayskull. The [illegible] evil and powerful creature had been banished by Grayskull eons ago. It was summoned by Skeletor in a bid to [illegible] Grayskull and steal the [illegible]'s powers.

THUNDER BEAST

SPECIAL ABILITIES
Firing lightning bolts

[illegible] UK POP COMIC MAGAZINES
The Thunder Beast was a cave-dwelling creature that could fire deadly lightning bolts at its prey. The young Rock Creature Bric was expected to go into the Thunder Beast's lair as one of three tests to prove his worthiness of adulthood.

THUNDER HORSE

SPECIAL ABILITIES
Intelligence
Speed

[illegible] [illegible] MOTU BOOKS
Thunder Horse was a powerful horse with the mind of a man, combined with a horse's natural skittishness. He had a long-standing alliance and friendship with He-Man and was happy to help him, but he refused to go near Battle Cat due to his instinctual fear of tigers.

THUNDER LIZARDS

SPECIAL ABILITIES
Speed

[illegible] FILMATION MOTU ANIMATED SERIES
The goblin [illegible] Thunder Lizards into battle. Despite their size, they moved incredibly fast.

[illegible] MOTU NEWSPAPER STRIPS
The newspaper strips depicted Thunder Lizards as enormous, iguana-like reptiles [illegible]

TICKLESTRAP

[illegible] FILMATION MOTU ANIMATED SERIES
The Ticklestrap was a type of plant in the Old [illegible] Jungle with a lengthy tentacle to ensnare its prey and a mouth to devour it. If attacked, it would spray a liquid that was harmful to humans. If tickled, the plant would release its grip.

TIGER-WOLF

[illegible] FILMATION MOTU ANIMATED SERIES
Tiger-Wolf was [illegible]'s faithful pet and companion. It had the ability to converse with Cringer.

TIMBER BUGS

[illegible] FILMATION MOTU ANIMATED SERIES
Timber Bugs were grey-shelled, [illegible] insects. Using their large jaws, Timber Bugs devoured many kinds of wood.

TIME DEMONS

[illegible] MOTU MINICOMIC
Time Demons were giant clock-shaped monsters. When they grasped a victim in their clutches, the unfortunate victim would be trapped forever inside, [illegible]

TITAN

[illegible] [illegible] MOTU COMICS
The Titan was a gigantic horned creature living on one of the [illegible]-orbiting [illegible].

TRACKER

AFFILIATIONS
Space Pirates

SPECIAL ABILITIES
Tracking

[illegible] FILMATION MOTU ANIMATED SERIES
In service to the Space Pirates, the Tracker was an extremely large creature with a long tail and horn. With its elephant-like trunk, it could track the scent of its target.

TRALIK THE DEADLY BEAST

[illegible] [illegible] MOTU COMICS
Tralik was a large green monster with small facial tentacles and black eyes. The creature was trapped inside Snake Mountain until Skeletor and Evil-Lyn freed it. Skeletor commanded the monster to attack He-Man, and the highly aggressive beast [illegible] in obeying Skeletor's orders.

TREE OF DYING TIME

AFFILIATIONS: [illegible]

SPECIAL ABILITIES: [illegible]

[illegible] The Tree of Dying Time, located in [illegible], had branches representing all seasons: one bore green leaves, another yellow, a third red, and the last none at all. The tree's magic protected [illegible] from the Invisible Gnomes, preventing them from entering the city.

The magic of the Tree of Dying Time was compromised when Skeletor broke off one of its branches, but the tree eventually healed.

TREE SQUIDS

[illegible] FILMATION MOTU ANIMATED SERIES Tree Squids were native to [illegible]. They lived in the hollows of trees and would grab their prey with their tentacles [illegible].

TREEPERS

[illegible] FILMATION POP ANIMATED SERIES [illegible]

TREMAN

[illegible] FILMATION [illegible] ANIMATED SERIES Treman was a cranky old tree that lived somewhere in Eternia's jungles. He wanted little more than to sleep. His [illegible]

TRUE BLUE

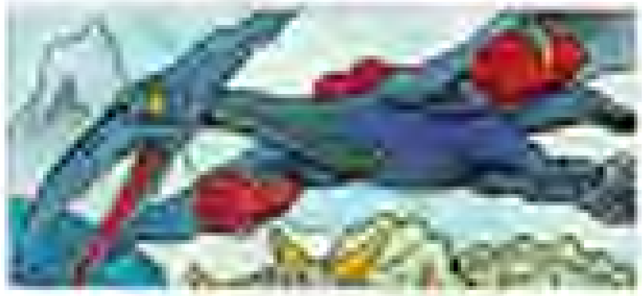
[illegible] FILMATION POP ANIMATED SERIES True Blue was [illegible]'s faithful steed who, like his master, was in his twilight years and had seen better days. When he was captured by the Horde, he was forced to walk on a Horde treadmill device [illegible]

TURBODACTYL

SPECIAL ABILITIES: Flight

[illegible] MOTU MINICOMICS Turbodactyl was a huge pterodactyl with cybernetic jets under its wings, as well as large claws and sharp teeth. It could be ridden as a mount.

[illegible]

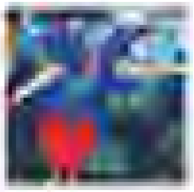


[illegible] UK MOTU COMIC MAGAZINE In the UK comics, the [illegible] cyborg Turbodactyl was intelligent and displayed the ability to read thoughts. It was particularly fond of [illegible]

[illegible] MOTU CLASSICS As one of the cyborg dinosaurs, the Turbodactyl was created by [illegible] During the Great Wars, Turbodactyl served [illegible] as his flying steed. It fought alongside [illegible] and others during the First Ultimate Battleground. After He-Ro's death, the Turbodactyl was magically preserved inside Castle Grayskull.

TWO-HEADED RED-BREASTED GRALLS

SPECIAL ABILITIES: Flight



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES The Two-Headed Red-Breasted Gralls were a species of bird [illegible] to Primus.

TYRANTISAURUS REX

OTHER NAMES: [illegible]

[illegible] MOTU MINICOMICS Known as the most terrifying dinosaur in [illegible], the Tyrantisaurus Rex was a cyborg resembling a T. rex. Aside from its sharp claws, the dinosaur was equipped with a cybernetic gun mount on its right shoulder and a [illegible] that could burst from its belly and knock over enemies. Tyrantisaurus Rex was ridden by King Hiss into battle.

[illegible] UK MOTU COMIC MAGAZINE In the UK comics, the Tyrantisaurus Rex was one of an army of evil cyborg dinosaurs known as [illegible] employed by the Snake Men in Eternia's ancient past.

[illegible] MOTU CLASSICS The purple cyborg dinosaur Tyrantisaurus Rex was King Hiss's primary steed during the Great War and the First Ultimate Battleground.

TYROSAUR

SPECIAL ABILITIES
Flight

1985 FILMATION POP ANIMATED SERIES
The Tyrosaur was a dragon-like creature with an enormous tongue and orange eyes that [illegible] on the [illegible] head.

ULTRA 5 BRAHMAN BULLS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Ultra 5 Brahman Bulls were very large and very strong bulls with black fur and huge horns.

UNICORN KING

1985 FILMATION POP ANIMATED SERIES
On the fabled Unicorn Island, the Unicorn King was the greatly respected leader of his species. He wore a [illegible] headpiece and had light brown skin, an orange mane, and blue-and-white wings. The Unicorn King was largely untrusting of humans, having witnessed their cruelty. After during an adventure with She-Ra, he learned to trust humans once more and became an ally to the Princess of Power.

UNICORNS

1982 MOTU MINICOMICS
In the earliest minicomics, Teela was portrayed as having a "snow-white" unicorn charger, though it was golden colored in the illustrations. It was fiercely loyal to its mistress.

1983 FILMATION MOTU ANIMATED SERIES
In the Filmation MOTU series, the last unicorn on Eternia was white with a gray mane and lived in the Whispering Valley. It had a long pink horn.

1984 [illegible] MAGAZINES
Teela's magnificent golden unicorn was featured in the Italian [illegible] comics.

1984 UK WORLD MOTU ANNUALS
In the World annuals, all the unicorns of Eternia were killed long in the past during King Hiss's initial reign save one. That one was [illegible] and preserved in a bottle. When Skeletor found and attempted to [illegible], He-Man rescued it. Shrinking it again, He-Man placed the unicorn [illegible] until the day Skeletor was defeated once and for all.

1984 GERMAN MOTU AUDIO PLAYS
In the German audio plays, unicorns were common throughout Eternia and were often used as transportation. Teela was said to have the most beautiful unicorn that any had ever seen.

1985 FILMATION POP ANIMATED SERIES
In the Filmation POP series, the flying unicorns of Etheria resided on Unicorn Island and were long thought to be a myth. Much like Swift Wind, they possessed colorful wings and horns. Unlike She-Ra's steed, however, they were mistrustful of humans. The king of the unicorns on Unicorn Island was especially mistrustful of humans. He had a change of heart after working with She-Ra.

UNILOPES

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Unilopes were gargantuan, bull-/buffalo-like creatures with a highly sensitive sense of smell. [illegible] near the Royal Palace of Eternia. They [illegible] and had horns on their heads and legs.

VOGELS

SPECIAL ABILITIES
Projecting lasers from antennae

1983 FILMATION MOTU ANIMATED SERIES
Vogels were giant insects with six long legs that dwelled within the Sands of Time, usually in groups. They could project laser beams from their antennae.

WALKING MOUNTAIN

SPECIAL ABILITIES
[illegible]

[illegible] COMICS

The Walking Mountain was a large, sentient rock shaped like a [illegible] skull. When Castle Grayskull's energies went out of control due to an unknown danger and [illegible] He-Man's powers to fade, Zodac brought him to the mountain. The Walking Mountain allowed He-Man to enter through the large maw. There he revealed an image of a negative He-Man doppelganger created by the powers drained from He-Man. After revealing who He-Man's opponent would be, the Walking Mountain spat out the champion of Eternia.

WHITEY

[illegible] ANIMATED SERIES
Whitey was a horse owned by [illegible], a young [illegible] boy.

WEB-FOOTED BATS

[illegible] MAGAZINE
Web-Footed Bats were vicious flying creatures that inhabited the swampy areas on the planet [illegible]. Their high-pitched sonic screeches caused unconsciousness in those they attacked.

WEST-STAR HORSES

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The horses on West-Star were gleaming [illegible] creations. They [illegible] in the stables with the organic animals.

WHISPER SPIDERS

[illegible] ANIMATED SERIES
Whisper Spiders were [illegible] spiders.

WHITE FANGS

[illegible] ANIMATED SERIES
The White Fangs were a pack of large, wolf-like animals that [illegible] Princess Allegra when she was washed up on shore during a storm. [illegible] was the most prominent of the White Fangs, referred to as Princess Allegra's "sister."

WINGED CATS

AFFILIATIONS
[illegible]

SPECIAL ABILITIES
Flight

[illegible] MAGAZINE
The Winged Cats were [illegible] with white wings under [illegible] control. They [illegible].

WERE-BEAST

[illegible] COMIC MAGAZINE
The Were-Beast guarded the [illegible] in [illegible].

WINGED HORSES

SPECIAL ABILITIES
Flight

[illegible] ANIMATED SERIES
The Winged Horses were a rare [illegible] breed of [illegible] horses on Eternia. They spent as much time in the air as on the ground.

WINTER

[illegible] FILMATION POP ANIMATED SERIES
The rarely seen Winter was a blue horse and Frosta's steed.

WOLF BATS

[illegible] FILMATION MOTU ANIMATED SERIES
Large bat creatures with the heads of wolves. Wolf Bats attacked in packs and were incredibly vicious. Although they possessed large bat wings and tails, certain breeds of Wolf Bats did not have any legs. The larger breed of Wolf Bats did have legs as well as a more expansive wingspan.

WORBLE

[illegible] FILMATION POP ANIMATED SERIES
The Worble was a creature living on Beast Island that appeared to be a living rock with an enormous, cavernous mouth.

WOUND GIVER

[illegible] MOTU NEWSPAPER STRIPS
The Wound Giver was a deadly, venomous, man-eating plant on the planet of [illegible].

WYVERNS

[illegible]

[illegible] LADYBIRD MOTU BOOKS
Wyverns were winged reptilian creatures in the service of Skeletor. They possessed sharp talons and beaks lined with teeth.

YOG

[illegible] FILMATION MOTU ANIMATED SERIES
Yog was a green lizard-like creature with a hard shell, tentacles, arms, and a tail that terrorized the people of [illegible]. When [illegible] by [illegible] magic, it brought great destruction.

ZAGRAZ'S COMETS

[illegible] FILMATION MOTU ANIMATED SERIES
Residing at Zagraz Mountain, Zagraz's Comets appeared to be living creatures with their own personalities and temperaments. Zagraz treated them, to a degree, like pets, but the comets were capable of great destruction when left unattended. The most notable of all the comets was Comethor, a small, beach ball-sized comet.

ZARK

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Zark was a two-headed, dragon-like creature who served as a [illegible] [illegible] [illegible] [illegible] heads often argued with one another.

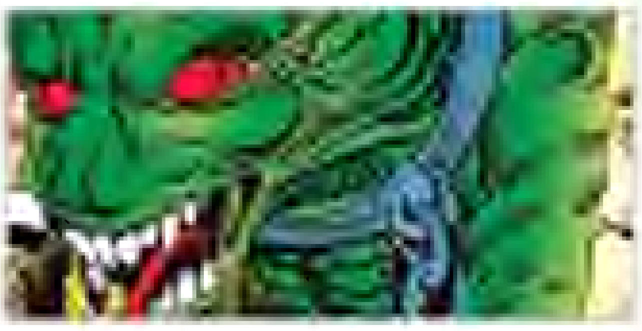
ZEEB APE

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
A Zeeb Ape was a [illegible] [illegible] primate.

ZEK-SECT

[illegible] UK MOTU COMIC MAGAZINE
The Zek-Sect was a small reptile-insect hybrid that skulked around the streets of [illegible] City. If rolled over onto its back, it was helpless and unable to get back onto its feet.

ZERGOID



[illegible] UK MOTU COMIC MAGAZINE
The Zergoid was a gigantic, ferocious beast that inhabited pre-Eternia. The reptile creatures of pre-Eternia kept a tamed Zergoid in their kingdom, which would be unleashed upon intruders in times of emergency.

ZOAR

TITLES
Fighting Falcon
Falcon of Power
Battle Bird

OTHER NAMES
The Sorceress

AFFILIATIONS
Heroic Warriors
Masters of the Universe

SPECIAL ABILITIES
Flight
Transformation into the Sorceress
Telepathy

1983 DC MOTU MINICOMICS
The fighting falcon called Zoar was a fierce and heroic ally to He-Man and aided him in times of need. Zoar had red plumage and wore bronze or silver armor. He also carried two missiles on either side of his armor. The warrior falcon was capable of speech and could verbally communicate with He-Man and others.

[illegible]

1982 DC MOTU COMICS

In the DC comics, Zoar was the messenger and ally of the Goddess. When danger threatened Eternia, Zoar sought out and alerted Prince Adam. Zoar possessed various magical abilities that were [illegible].

1983 FILMATION MOTU ANIMATED SERIES
In the Filmation series, Zoar was the Sorceress's orange, blue, and white falcon form and the only way she was allowed to leave Castle Grayskull. As Zoar, she could telepathically communicate with the heroes, weapon, project beams of energy from her eyes, and perform other feats of sorcery.

Only a few of the Heroic Warriors were aware of the Sorceress's dual identity.

1983 KID STUFF MOTU RECORDS
In the Kid Stuff records, Zoar was an enormous [illegible] by Man-At-Arms with a wingspan of more than twenty yards.

1986 UK MOTU COMIC MAGAZINES
In the UK comics, the Sorceress soared across Eternia as Zoar and sprang surprise attacks on the Evil Warriors, who were unaware of her dual identity.

2012 DC MOTU COMICS

IMAGE COURTESY OF DC COMICS

In the 2012 DC comics, Zoar was the primordial Eternian aspect of the Goddess, whom the Eternians worshipped as the mother of all creation and saw in their own image. To the Eternians, Zoar was the great preserver, and they felt that her light would shine through the universe for eternity. Zoar was represented by a falcon, which was the symbol of Randor's kingdom, as well as the Power of Grayskull.

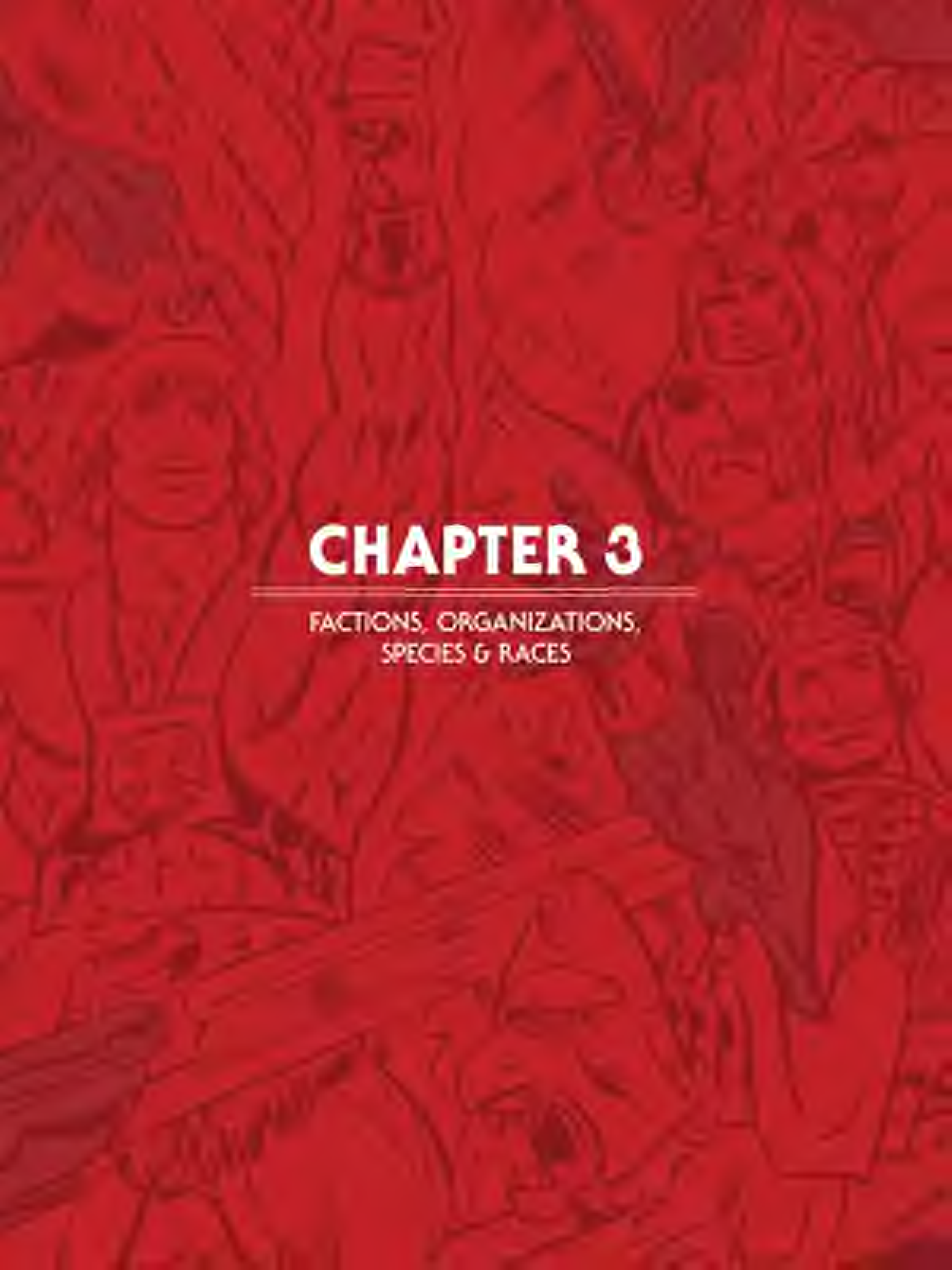
The Sorceress of Eternia, Teela Na, had the ability to transform herself into a falcon-like avatar of Zoar's powers. She transformed into a falcon throughout the series, including at the end of the Eternity War.

[illegible]

ZRAXEL

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

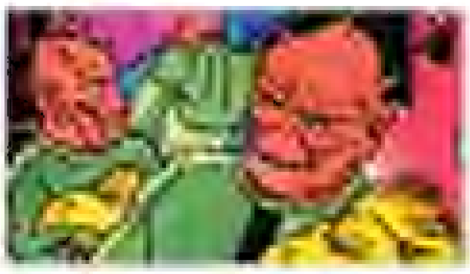
The Zraxel was a vicious beast that inhabited the planet Zal Koon. It was a large, aggressive monster with black eyes, a purplish-gray hide, and a large horn protruding from the middle of its forehead.



CHAPTER 3

FACTIONS, ORGANIZATIONS, SPECIES & RACES

ALIEN FILMMAKERS



[illegible] UK MOTU COMIC MAGAZINE
While making a [illegible] visit to the Sorceress in Castle Grayskull, He-Man and Ram Man were shocked to see an alien spacecraft land right before Grayskull, from which alien creatures emerged with what appeared to be dangerous weapons. They set up what looked like a cannon and advanced light weapons to aim directly at the castle, while a strong force field emanating from their ship held He-Man and Ram Man away from their operation. He-Man was convinced the aliens were preparing a deadly assault but became confused when one of the aliens gave an [illegible] signal, and the others, some of whom were wearing strange masks and costumes, began to fight among themselves. After their fight, the whole crew of aliens simply dismantled their equipment, removed their costumes, returned to their ship, and left Eternia. The Sorceress looked into the situation and reported back to He-Man that there had been no need to panic: the aliens were not invaders at all but filmmakers and actors from another world. The "cannon" was in fact a camera, and the "light weapons" were the lights they needed for their shooting; they were just highly advanced aliens using Castle Grayskull as a filming location.

SPECIAL ABILITIES
[illegible]

ALIENS (I)

[illegible] UK MOTU COMIC MAGAZINE
These two aliens from an unknown planet arrived on Eternia to take part in Skeletor's Championship Games. Skeletor had sent a call out across the universe for evil warriors to come to Eternia and take part in the games, which were organized to find an evil champion who would be able to defeat He-Man. Unfortunately for Skeletor, the aliens were captured by the [illegible] before they could reach Snake Mountain, and He-Man and [illegible] donned their armor themselves, entering the games posing under the guise of [illegible]

ALIENS (II)

[illegible] UK MOTU COMIC MAGAZINE
These two aliens from opposing armies came from a distant, technologically advanced planet that was engaged in a seemingly never-ending war. Desperate to bring their war to an end, the two aliens traveled to Eternia, where they captured both He-Man and Skeletor and pitted them against one another in a race. The two aliens placed bets on either He-Man or Skeletor, with the agreement that whichever side won the race would decide which side won the war on the aliens' home world. In return, the aliens would give the winner of the race the Cosmic Bomb, which would allow them to rule Eternia single-handedly.

AMDERS

[illegible] UK MOTU COMIC MAGAZINE
The Amders were a magical race of people who loved to hear and tell stories. They traveled the universe in a ship of light seeking new tales. Whenever a planet became old enough for its stories to be told, they would give it Dream Dust to help its people tell happy tales. The Amders arrived on Eternia when they nearly exhausted their supply of Dream Dust and energy for their light ship. They sensed the source of magical power within Castle Grayskull. Needing to absorb a small portion of Grayskull's magic energy to recharge, the Amders began to transfer some of Castle Grayskull's power. They temporarily brought fantasy characters to life from Prince Adam's book of Earth fairy tales. When the Amders absorbed enough energy, they returned to the stars to continue spreading stories throughout the universe.

ANCIENT ONES

[illegible]

SPECIAL ABILITIES
Sorcery
Knowledge

[illegible] FILMATION MOTU ANIMATED SERIES
The Ancient Ones were beings who lived in the City of the Ancients during Eternia's ancient past. [illegible] and [illegible] were among their number, and their magic and personalities had [illegible] in the Masks of Power.

[illegible] GOLDEN MOTU BOOKS
The Golden Books stated that the Ancient Ones were the ruling body upon Eternia. They stored all they knew about the universe in the Vault of Knowledge at Castle Grayskull.

[illegible]

ANCIENTS

SPECIAL ABILITIES
Sorcery

[illegible]

[illegible] MOTU MINICOMIC
The Ancients were extremely powerful beings who existed on Eternia long before He-Man's day. Modern Eternians used the exclamation "By the Ancients!" Little was known about them, though they wielded incredibly powerful magic. It was the Ancients who sank the Three Towers of Eternia deep into the ground, long unknown to the rest.

[illegible]

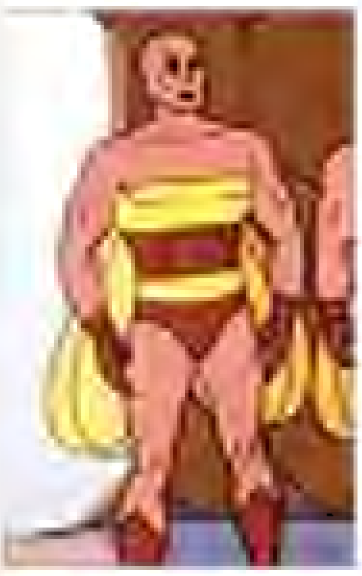
[illegible] MOTU COMIC
In the MVC comics, the Ancients were composed of at least [illegible] individuals responsible for the creation of the [illegible] Crystal.

ANDREENIDS

[illegible]

OTHER NAMES
Bee People

SPECIAL ABILITY
Flight



[illegible] FILMATION MOTU ANIMATED SERIES
A race of human-bee hybrid people, the Bee People worked with honey and had discovered the magical healing properties of pollen. They maintained friendly relations with the Royal Palace and the Heroic Warrior Buzz-Off was the most notable of their race.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The MYP series said the Bee People were the Andreenids, a race living in the honey-combed city of Andreenos, deep in the Mystic Mountains. Ruled by Queen Andreena, they defended their home with large legions of weapons and swarms of trained warriors under the command of Lord Buzz-Off and General [illegible].

The Andreenids celebrated their queen's reign in an annual event called the Queen's Jubilee and harvested a miracle food called Andreenia, which gave them incredible strength when consumed. Some chose to live away from the hive, finding work in the Mines of [illegible] and elsewhere. They shared a rivalry with the neighboring kingdom of Avion. The Andreenids were distrustful of the outside world, and Skeletor exploited this fact to turn a trade dispute between them and the Avionians into full-scale war. The Andreenids peacefully settled their disputes with Avion and later joined King Randor's newly formed Council of Elders.

[illegible] MOTU CLASSICS
The Andreenids were led by [illegible], known in Eternia as Buzz-Off. Although they became fierce warriors, they were also stubborn isolationists, hoarding their delicious honey-combs. Safe within their home city of Andreenos, the Andreenids chose to remain neutral in the battles between good and evil on Eternia until Skeletor started a war that endangered them. A brigade of both Andreenid and Avionian agents followed the Etherian rebel Sweet Bee during the Second Ultimate Battleground, capturing and holding Viper Tower.

[illegible]

ANDRILLIONS

[illegible] UK MOTU COMIC MAGAZINE
Inhabitants of the planet Andril, a planet whose atmosphere contained metal-eating gases, the Andrillions had built powerful weapons and spacecraft from nonmetallic substances. They encountered Hordak when he attempted to steal their planet's gases to be released into Eternia's atmosphere.

ANTIWORLD SPIRITS

[illegible] MOTU COMICS
These spirits were the souls of Antiworld's good-natured inhabitants, who had given up their physical forms. Once, they succeeded in banishing all evil from their world, turning the planet into a literal paradise. But as the evil kept surrounding the planet, the spirits were unable to see that Antiworld's uncontrolled course through space posed a great threat for the entire universe. After Skeletor's control over Antiworld's evil was broken, the spirits were able to stop its collision course with Eternia. Revealing themselves to the Masters of the Universe, the spirits repaired the damage already done to Eternia. Usually invisible, the spirits were able to take on a visible human appearance in order to talk to living beings.

APE CLAN

1983 FILMATION HE-MAN ANIMATED SERIES
Led by Olix, the Ape Clan was a group of barbaric, apish warriors who coexisted peacefully with the Snake Clan in Eternia's ancient past. They built [illegible] wooden catapults capable of launching huge boulders [illegible] great distances.

APE-LETTES

[illegible] UK MOTU COMIC MAGAZINES
The Ape-Lettes were a race of ape-like creatures that lived in the Valley of Monsters in the heart of the jungle. They were very stupid animals that were incapable of [illegible] [illegible] [illegible], but under [illegible] control they were able to team up and ambush the [illegible] Warriors, who were searching the jungle for the Jewel of [illegible].

AQUATICANS

1983 FILMATION MOTU ANIMATED SERIES
A peaceful, fish-like people, the Aquaticans lived in the underwater city of Aquatica. [illegible] was able to transform them into a warring nation with the Pearl of Power.

ARACHNA SPIDER WARRIORS

[illegible] MOTU CLASSICS
The Arachna Spider Warriors were an advanced and ancient Eternian race who fought the Snake Men and suffered catastrophic losses. They were driven underground by King Hiss and the Snake Men despite their vast and superior scientific knowledge. A small number of Arachna, including Webstor, survived by going into hibernation.

[illegible]

ARCADIANS

1985 FILMATION POP ANIMATED SERIES
Arcadian society was a matriarchy: the women were primarily homemakers and determined warriors who loyally protected their city and its queen, [illegible]. Most were highly skilled warriors. They dressed in identical uniforms and wore a device on their wrists which could project energy blasts or [illegible] large [illegible].

Male Arcadians were enslaved and forced to work in the mines until an encounter with Prince Adam and [illegible] induced a change of heart in [illegible].

ARKTONIERS

SPECIAL ABILITIES
[illegible]
Digging

1985 [illegible] MOTU [illegible]
Long in the past, the Arktoniers had [illegible] [illegible] Trolla before coming to Eternia and settling underground in the [illegible] region. They possessed some magic and were able to interfere with [illegible] [illegible] progress, and their [illegible] claws could dig through both soil and solid ice. Their howls could be heard aboveground.

ATTACK BOTS

PRIMARY [illegible]
Evil Horde

SPECIAL ABILITIES
Flight
Projecting lasers from eyes

1985 FILMATION POP ANIMATED SERIES
Attack Bots were spherical, bat-like robots manufactured in large quantities by the Horde. They possessed [illegible] wings, had [illegible] teeth, and could project laser beams from their eyes.

ATTACK-DROIDS

1986 UK MOTU COMIC MAGAZINES
Attack-Droids were mechanical war machines under Skeletor's command. They resembled the Land Shark and Skeletor once used them to burrow into the city of Eternia.

AURICONIANS

1984 [illegible] WORLD MOTU [illegible]
Auriconians were a diminutive [illegible] race of people from the kingdom of [illegible] in the [illegible] Mountains. They had pink skin, horns [illegible] from beneath their hair, and long tails.

AVIONIANS

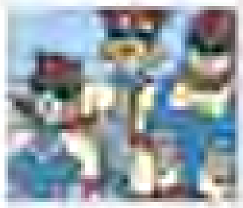
KEY MEMBERS
Hawke
Stratos

OTHER NAMES
Bird People
Bird Men

SPECIAL ABILITIES
Flight

1982 DC MOTU COMICS
The Bird People lived in Avion, high atop the peaks of the Mystic Mountains. Led by Stratos, they hunted and scavenged for food and supplies. They resembled gray primate humanoids with feathered arms. Unlike in other canons, not all of the Bird People could fly.

1983 FILMATION MOTU ANIMATED SERIES



In the Filmation series, the Avionians lived in towers atop the mountain peaks of Avion and watched over the Egg of Avion, which gave them the ability to fly—an ability they would lose if they spent a prolonged period away from the egg. The Avionians looked more human in the animated series. They often wielded two-handed guns which shot special pellets. These pellets would explode on contact and produce a cloud of thick smoke.

1983 MOTU MINICOMICS
In the minicomics, the Avionians' power of flight was granted by the Emerald Staff of Avion.

1986 GERMAN MOTU AUDIO PLAYS

In the German audio plays, the Avionians were protected by the Tree of Flying Time, within which was contained a tiny part of each Avionian's soul. Only a select few could fly. Stratos, their beloved leader, commanded a battalion of flying soldiers.

1988 GERMAN INTERPART CONDOR MOTU COMICS
In the Interpart-Condor comics, the Bird Men were a race of flying people who had existed on Eternia long in the past. They had lived in a great city in the sky built like an enormous nest. Skeletor decimated the entire race, save Stratos, when he used a powerful cloud to take away their ability to fly, sending them plummeting to their deaths.

A time-traveling He-Man saved the Bird Men, but as this created a paradox on Eternia, the Sorceress teleported the city into another dimension. Stratos never knew about the changed fate of his people.

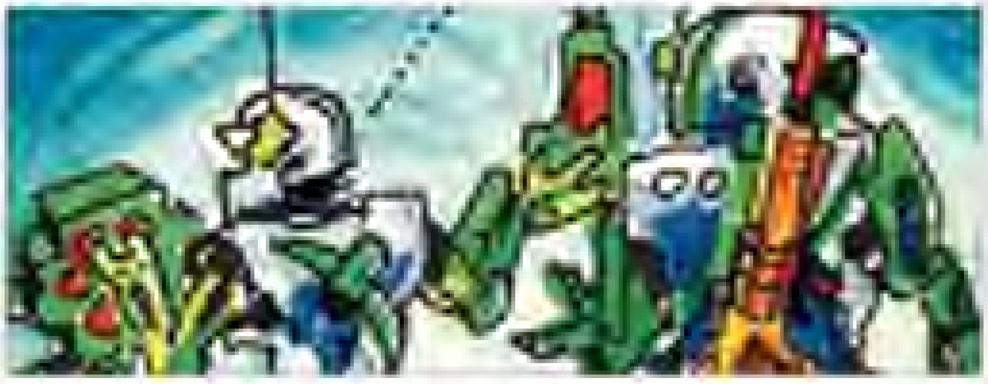
2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The MYP series was mostly consistent with other portrayals of Stratos and the Avionians he led. Here, they were armed with spear-like weapons, occasionally used jetpacks, and shared a rivalry with the Andreenids.

2003 MVCREATIONS MOTU COMICS
The MVCreations comics established that Stratos and his sister, Hawk, were among those who built the kingdom of Avion using the Egg of Avion. The city was built for their peaceful kindness after many of their people were slaughtered by an unknown race. The Egg of Avion kept the lands around the kingdom plentiful and the Avionians maintained good and strong relations with King Randor and the people of Eternia.

Avionians had a natural ability to fly with the feathered wings on their arms, but sometimes boosted their speed with jetpacks.

2009 MOTU CLASSICS
In addition to the previously established characteristics of the Avionians, the Classics canon depicted Stratos leading a joint battalion of Andreenids and Avionians during the Second Ultimate Battleground. The group captured and held Viper Tower, but the Avionians also suffered the loss of their leader Stratos during the battle.

BATTLE DROIDS



SPECIAL ABILITIES
Combat
Recording information

[illegible] DC MOTU COMIC MAGAZINE
The Battle Droids were the defenders of Scrobulo's Space Fortress. They manned his battle stations and followed his orders, defending his base if it came under attack. The Battle Droids could be reprogrammed to record in a physical medium the adventures of He-Man and the Masters of the Universe that were observed by Scrobulo.

BEAST MEN

OTHER NAMES
Beast People

SPECIAL ABILITIES
Savagery
Strength
Agility
Animal control

[illegible] DC MOTU COMICS
The Beast Men were a savage group of ape-like warriors led by Beast Man. Though they could communicate, they preferred to unleash their fury through their savagery.

[illegible] LADYBIRD MOTU BOOKS
In the Ladybird books, the Beast People were the minions of Beast Man and had orange fur similar to their leader's, although their faces were more feline in appearance. They occasionally ran on all fours and often climbed like apes, using their feet with as much dexterity as their hands.

[illegible] DC MOTU COMICS
Once thought to be only a legend, the Beast Men of Eternia were savage killers who could outrun anyone else on Eternia. They would eat anything, even their own kind.

[illegible]

BEAST WARRIORS

OTHER NAMES
Beast Protectors

[illegible] FILMATION POP ANIMATED SERIES
Led by [illegible], the Beast Warriors were an Etherian tribe who fought the animals of the jungles both as a rite of passage for their young and to secure their water supply. After an encounter with She-Ra, they decided to become Beast Protectors, caring for the creatures of their environment.

BEAUTIFLY COUNCIL

[illegible]

BELOTS

[illegible]

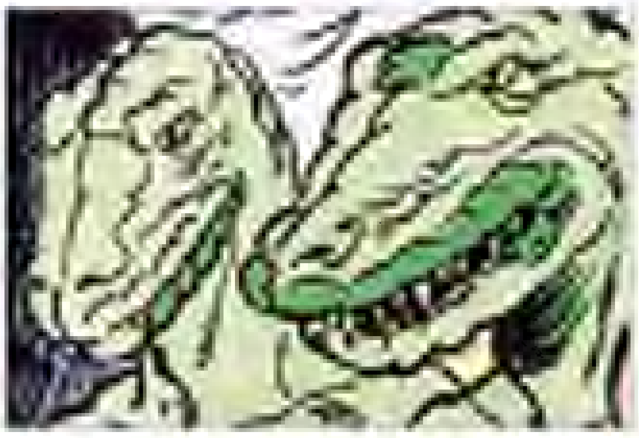
BENDARI

[illegible]

DIBBETS

[illegible]

BRUDLINGS



[illegible]

BRUTE SQUAD

[illegible]

CALIGARS

[illegible]

CAT FOLK

1983 FILMATION MOTU ANIMATED SERIES
Thought to have been extinct for many years, the Cat Folk dwelled within the Vine Jungle on Eternia. Their existence was largely unknown to most Eternians. Ruled by King Flee, they lived simply and possessed no advanced technology. Their fiercest warrior was Kittrina. She went on to help forge a new era of trust between the Cat Folk and humans.

CAT-MEN GOBLINS

1984 [illegible]
The Cat-Men Goblins were mutated forest animals who were transformed into human-sized Cat Men with green fur. They were in service to Catra.

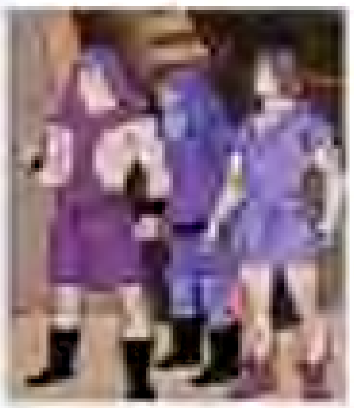
CAT-NIKS

1986 UK MOTU COMIC, MAGAZINES
The Cat-Niks were a peaceful tribe of villagers who lived near the Flight Zone on Eternia. Their primary source of energy and heat came from a glowing orb, which the Horde destroyed. Enslaving the Cat-Niks, Hordak forced them to build a flying solar-powered fortress he could use to attack Grayskull. After He-Man freed them, the Cat-Niks kept the fortress as a new source of energy for their village.

CAT-PEOPLE

1986 LADYBIRD MOP BOOKS
The Cat-People served Catra as guards and soldiers.

CAVE DWELLERS OF THE CRYSTAL FOREST



SPECIAL ABILITIES
Knowledge of jewels

1983 FILMATION MOTU ANIMATED SERIES
Living in the caves of the Crystal Forest, the Cave Dwellers often found themselves at war with the Tree People. The Cave Dwellers were not physically imposing, but they possessed great knowledge and experience with jewels.

CAVE DWELLERS OF VIEV

SPECIAL ABILITIES
Mining

1985 POP WORLD ANNUAL
The Cave Dwellers of Viev were a peaceful and diminutive race who mined gold in the Ethirian Mountains of Viev. Their small stature enabled them to maneuver through the caves with ease.

CENTAURS

1983 GOLDEN MOTU BOOKS
Centaurs were intelligent creatures with the torso, arms, and head of a human and the legs and body of a horse. Both their human and equine physiques were heavily muscled. They were also courageous and formidable fighters. Their close-knit tribes were most common in densely wooded areas such as the Evergreen Forest, but they could be found throughout all of the wilderness of Eternia.

CENTURIONS

WEAPONRY
Laser rifle
Sword

1987 MOTU FILM
The evil robotic soldiers known as Centurions were part of Skeletor's army. These minions were dressed in black armor with dark, faceless helmets. The regular Centurions carried laser rifles, whereas a more elite group carried special weapons, shielded swords, and wore scarlet-lined capes. Never to be grounded, special Air Centurions flew through the sky on hovering jet disks.

CERIL'S WARRIORS

[illegible] DC MOTU COMICS
Ceril's tribe of warriors were a group that allied themselves strongly with He-Man. The group were skilled fighters, all in peak physical condition, and lived in the dense jungles of Eternia.

CHOCOLATE SOLDIERS

SPECIAL ABILITIES
Overwhelming the enemy with pure chocolatey goodness.

[illegible] DC MOTU COMIC MAGAZINE
A mix-up caused Orko to give [illegible] Dust to Teela for the fudge she was making for the winter festival. Unknowingly, she mixed it into her recipe. When Hordak attacked, Orko realized what had happened and knew the fudge would be susceptible to his magic. He transformed it into an army of Chocolate Soldiers who drove back the Horde. In the end, the Chocolate Soldiers returned to Teela's cauldron.

CIRCUS PERFORMERS

[illegible] FILMATION MOTU (ANIMATED SERIES)
The circus performers of [illegible]'s traveling circus were all highly skilled in the arts that they performed. Notable performers (aside from [illegible] himself) were the Great Orlando, his wife, [illegible], and Mysto, the three-headed [illegible].

CLAN KOBRA

[illegible] MOTU CLASSICS
Clan Kobra was a group of family among the Snake Men which included [illegible]. They had escaped imprisonment in the Void along with the other Snake Men, but how [illegible] was never made clear.

CLAN OF KNOLL

OTHER NAMES

[illegible] DC MOTU COMICS
The Clan of Knoll was composed of tremendously powerful sorcerers who could detect even the slightest anomalies in their environment. During the aftermath of King Grayskull's death, the Eyes of Grayskull were lost for centuries. Later, the Temple of Chronos appeared in the Mystic Mountains where the Clan of Knoll were revealed to be in possession of the Eye of Chronos.

CLAW PEOPLE

OTHER NAMES
Kardens

SPECIAL ABILITIES
Strength
Communication over vast distances
Commanding sea creatures

[illegible] MIKE YOUNG PRODUCTIONS MOTU (ANIMATED SERIES)
The crab-like Claw People, of whom Clawful was a part, lived in caves on [illegible] Island in the Ocean of [illegible]. They could click their enormous claws in a manner similar to Morse code to communicate over vast distances or summon undersea creatures to aid them. They grew to prodigious size, possessed hard protective shells, and fed mostly on the colorful fish that dwelled near the island.

[illegible] MOTU CLASSICS
The Classics established that the Claw People were called the Kardens.

CLAY PEOPLE

SPECIAL ABILITIES
Springing surprise attacks from the ground

1986 UK MOTU COMIC MAGAZINE
The Clay People were formed from the Swirl-Mud on [illegible]. They could spring up from the ground to launch surprise attacks. Since they were not technically alive, they were impervious to pain.

COMET WARRIORS

OTHER NAMES
Rock People

SPECIAL ABILITIES
Transforming into meteors
Flight
Stone skin

[illegible] MOTU MINICOMICS
The Rock People were a peaceful race with rocky bodies. They came from the stars and landed on Eternia, settling in a quaint village. They were led by the wise Stonedar and could disguise themselves by folding into the shape of boulders. They also emitted a blinding light from their armor.

1986 UK WORLD MOTU ANNUALS
In the MOTU annuals, the Comet Warriors were tremendously powerful, transforming into large rocks and using that form for brute-force impacts, such as attacking enemies or starting rockslides. Despite their strength, they preferred to avoid violence. Their rocky physique also enabled them to travel unencumbered through space.

1986 UK MOTU COMIC MAGAZINE
In the UK comics, Stonedar and Rokkon came to Eternia after the Rock People's home world was attacked by Hordak, who was intent on using the energy at its core to power a new invention.

[illegible] [illegible] MOTU COMICS
In the [illegible] comics, the Rock People arrived on Eternia by accident when Skeletor forced them off course and attempted to blame it on the heroes. They did not fall for the trick and joined the Heroic Defenders.

[illegible] MOTU CLASSICS
In the Classics canon, it was the Rock People's advanced armor which gave them the ability to transform into meteors. When Horde Prime sent a fight [illegible] from Horde World, he drove several of them from [illegible] their home planet. The Comet Warriors and their leader Stonedar passed through several uncharted star lanes before landing safely on Eternia. Despite their desire to live in peace, the Comet Warriors chose to fight the Evil Horde when it invaded Eternia. At least two of their number, Stonedar and the young warrior Rokkon, took part in the Second Ultimate Battleground.

[illegible]

COMPO-BOTS

SPECIAL ABILITIES
Joining together to form a high-[illegible] fighting machine

1986 UK MOTU COMIC MAGAZINE
Horde Prime's Compo-Bots were designed to join together to form high-[illegible] fighting machines with large amounts of firepower. Their only weakness was a single spot which could be exploited to force them to separate if firepower was directed at it for an extended period of time. Since this time gave other Compo-Bots the opportunity to reassemble into fighting machines, it was not useful in defeating them. He-Man narrowly defeated them by making them float helplessly in space.

COMTECKS

1987 MOTU FILM
The Comtecks were a group of at least four pale, hairless humanoids who served Skeletor while he occupied Castle Grayskull. They wore black uniforms with small epaulets and communication headsets, and at least one wore a device strapped to his back. From a chamber inside the castle, they used their advanced machines to monitor the frequencies used by Gwildor's Cosmic Key in order to determine its use and locate the Eternian heroes for their master. Their technology was so advanced that they were able to display the location of the key on Earth upon their large view screen.

COSMIC ENFORCERS

[illegible] MOTU CLASSICS
The Cosmic Enforcers were assembled by the Overlords of Trolla and tasked with maintaining neutrality throughout the universe. To that end, they became the enemies of the tyrannical Horde Prime, dictator of the galaxy-spanning Horde Empire, who systematically wiped out many of their number. When the Council of Elders inherited He-Ro's sword and its power, Zodac Zur agreed to leave Eternia and serve the Overlords as a Cosmic Enforcer in a bargain to keep the Sword of He on Eternia.

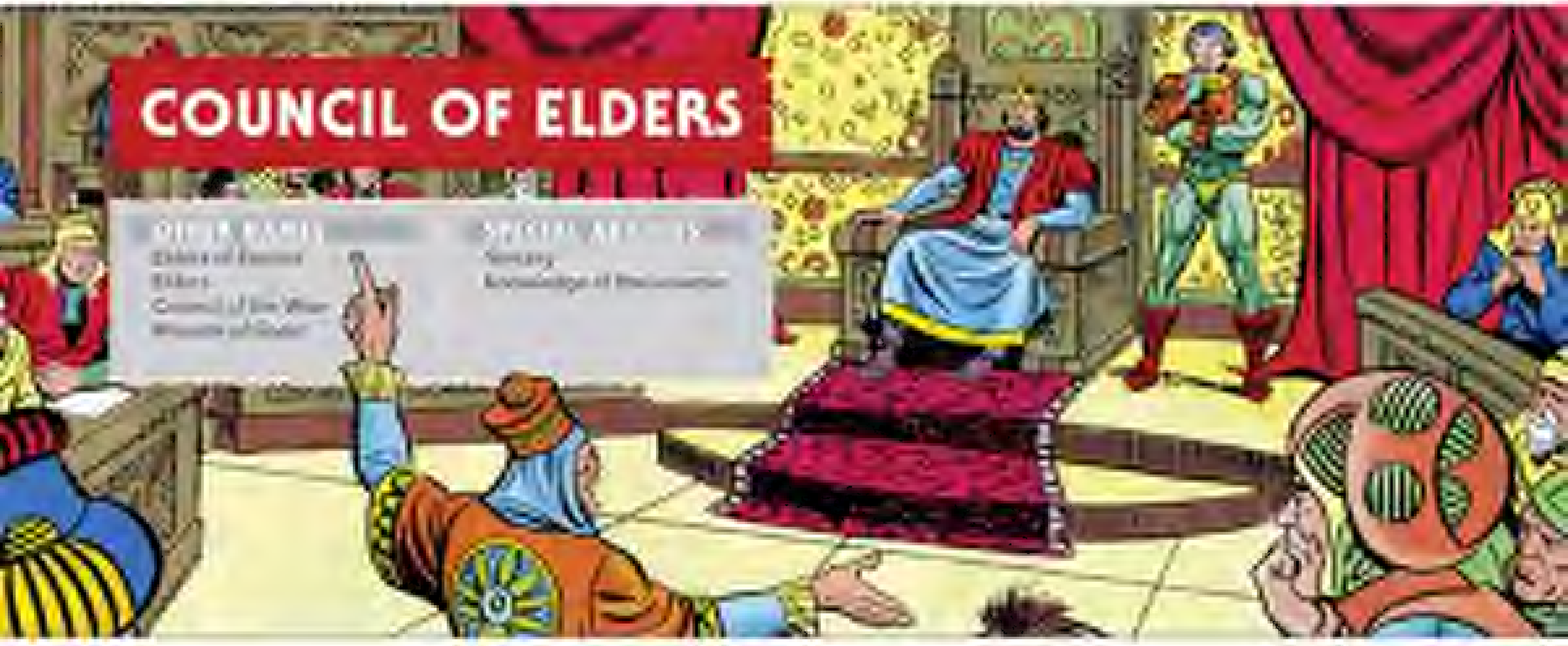
The Cosmic Enforcers' devotion to neutrality sometimes meant helping the forces of evil as well as the forces of good. Both Zodac and his protégé, [illegible], took part in the Second Ultimate Battleground, fighting against the Horde and Snake Men armies.

Later, He-Man and She-Ra defeated Skeletor and Horde Prime. Their actions altered the balance of power, and the Cosmic Enforcers made an alliance with the warrior queen [illegible] to restore that balance. They helped [illegible] resurrect Skeletor and allowed her to attack Eternia with an army of Skeletons. With the balance of power tipping yet again, the Cosmic Enforcers changed alliance once more, and their agent [illegible] fought alongside the Masters of the Universe during the Third Ultimate Battleground.

COSMIC WARRIORS

[illegible] MOTU CLASSICS
The Cosmic Warriors were magic guardians recruited in each generation by the Overlords of the Timeless Dimension to fight evil with the Sword of He. The Overlords assigned a member of the Trollan magical elite to act as a guide for each Cosmic Warrior. The last known Cosmic Warrior, He-Ro, was sent to fight Horde Prime.

The symbol of the Cosmic Warriors, worn by He-Ro, was also present on the façade of the Temple of [illegible] on Trolla, home of the Overlords. He-Ro's friend [illegible] helped build Castle Grayskull and fashioned a rudimentary representation of the symbol He-Ro had worn on it.



COUNCIL OF ELDERS

OTHER NAMES
Elders of Eternia
Elders
Council of the Wise
Wizards of Grayskull

SPECIAL ABILITIES
Sorcery
Knowledge of the universe

1983 KID STUFF MOTU RECORDS

Centuries in the past, Eternia was ruled by the wise Council of Elders from their seat of government, the beautiful Hall of Wisdom. A woman dressed in snake-shaped armor and carrying a staff with a cobra's head at its top appeared before them and warned that danger would befall Eternia, as the sorcerer Skeletor would come to threaten their peaceful planet. The Elders took it upon themselves to compress their combined power and knowledge of the universe into a single component, glowing Orb of Power. To keep the orb safe from the forces of evil, they transformed the Hall of Wisdom into Castle Grayskull, an edifice so frightening that none but the bravest of souls would dare to enter it.

1983 GOLDEN MOTU BOOKS

The Golden books described an incident in which an evil warlord named Ovil came to Eternia and threatened to overthrow the Council of Elders. Sometime afterward, they combined their accumulated wisdom into the Crystal of Knowledge (rather than the Orb of Power) and hid it beneath Castle Grayskull.

A conflicting story in the Golden books described the Council of the Wise as an ancient ruling body in Eternia's past. They eventually became complacent because of the indulgent lives they had been enjoying. The Sorceress warned them that the forces of evil would breach the Mystic Wall and threaten Eternia's Light Side. The Council's members perpetuated their powers in Castle Grayskull to be wielded in the future by a champion for good.

1984 UK WORLD MOTU ANNUALS

The World annuals had a unique version of the story of the Council of Elders and their seat of magical power, which originally was the ancient Pyramid of Myrabim in the Desert Zone. This was the time when the Snake Men originally came to invade Eternia as well. Over the years, the Council of Elders gradually moved their seat to Castle Grayskull, leaving behind many abandoned inventions that the Elders' Eternian scientists had created. The council stored their wisdom and magic within Grayskull. He-Man frequently sought their wisdom.

1986 UK MOTU COMIC MAGAZINES

The UK comics presented a more detailed interpretation of the Elders, who were not the planet's governing body. Some five thousand years before He-Man's birth, the Council of Elders commenced to ensure the protection of Eternia and its sister world, Etheria, from the shadow of King Hiss's rule. Kodar, the Elders' leader, sensed a mystical meteor traversing the Eternian sky, and the Elders used their combined magic to bring it down to them. The irradiated rock became known as the Gem-Stone of Power. From it, they forged the twin Swords of Power and Protection, as well as a stone that would serve as the foundation of Castle Grayskull. Kodar prophesied that two warriors would arise to defend Eternia and Etheria from the forces of evil, one to wield each of the swords.

One of the Elders lacked the power of the others. Tyn-Mith, jealous and resentful, secretly forged a third sword from the Gem-Stone of Power—the Sword of Evil. But Tyn-Mith's efforts were in vain, and he was caught by his fellows. The Sword of Evil was split in two, and the halves were hidden on Eternia and Etheria.

Backed by the power of Castle Grayskull, which they had built, the Elders defeated the Snake Men, and Eternia remained at peace until the arrival of Skeletor many thousands of years later. At that time, their spirits, along with the Sorceress, selected Prince Adam to be the wielder of the Sword of Power. Her twin sister later wielded the Sword of Protection.

The spirits of the Elders remained within Grayskull, and from time to time, He-Man called on them for aid.

1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, the Council of Elders was a present-day body of wise men who advised King Randor. They consulted with the Sorceress regarding the right time for the Tournament of the Brave Ones.

1987 POWER TOUR

In the Power Tour, the Elders were referred to as "the Wizards of Good." It was revealed that long before the time of He-Man and She-Ra, Eternia was ruled by five wise wizards. They wore long robes, and each wielded a magical staff topped with a gem. Interestingly, Hordak wielded an identical magical staff and claimed the Wizards of Good had no power over him. The wizards succeeded in banishing the Snake Men and sealing them behind a mystical impenetrable wall.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series presented yet another variation on the Council of Elders by depicting them as a semi-immortal group of benevolent rulers who reigned for centuries until passing Eternia's governance to Randor.

The Council of Elders was located in Eternia's ancient past following King Grayskull's death, [illegible] royal warriors with the power to rule Eternia with wisdom and kindness, and they became the Elders, residing in the Hall of Wisdom.

Centuries later the Council of Elders was protected by Captain Miro's army from Count Marzo, and later by Miro's son and Eternia's future king, Captain Randor. After an assault by Keldor and his forces, they gave up their physical form and compressed their power into a crystal orb which was hidden within Castle Grayskull by the Sorceress.

The Council of Elders demonstrated tremendous power, imprisoning Serpos in stone, banishing the Snake Men to the Void, and transforming Count Marzo into a weak old man.

2020 MOTU CLASSICS

The Council of Elders was a body of great magics assembled from across Eternia who possessed the wisdom to tap into the planet's magic. They served King Grayskull during the Great Wars. To forge peace, they made a treaty with the Snake Men leader King Hiss, promising that they would produce no heirs. King Nikolas Powers of Zalesia broke the treaty by fathering the girl who would become Evil-Lyn. In retaliation, King Hiss set loose the mighty serpent deity Serpos to destroy Zalesia and much of Preternia. The Elders combined their powers to trap the three-headed monster in stone and punish Nikolas by turning him into the Faceless One, a phantom doomed to haunt the ruins of his destroyed city.

Upon his death, King Grayskull passed his Sword of Power on to the council in exchange for keeping the [illegible] Eternia to await Grayskull's heir. Zodak [illegible] left the council and Eternia to become a Cosmic Enforcer.

The Elders shed their corporeal forms and transferred the council's power to the Great Orb stored inside Castle Grayskull. To further protect the sword, which could still access the power remotely, they helped Grayskull's widow, Veena, and her apprentice split the sword in two and hide it from evil's reach.

In the years that followed, the Elders acted as the keepers of peace on Eternia, imprisoning King Hiss and his Snake Men in the Void. While Veena and her successors watched over the orb, the Elders commanded [illegible] great warriors on Eternia. They [illegible] the Sword of He and called them "the He-Men." Over the centuries, they spread the legend of He-Man through the heroic deeds of the sword's guardians.

For five thousand years, the Council of Elders also acted as a court of advisors to the kings and queens of Eternia, settling questions of succession and governance. At the end of the Great Unrest, the Elders granted the crown of Eternia to the last King Miro's second-born son, Randor. The birth of the Twins of Destiny prompted the Elders and the Sorceress to temporarily recombine the Sword of Power in order to clone it and create the Sword of Protection. Later, the Sorceress helped the surviving Elders combine their powers and knowledge to tap into Eternia's magic with the orb and create a new unified Power of Grayskull for Prince Adam to call upon.

[illegible]

COUNCIL OF EVIL (I)

[illegible] FILMATION MOTU ANIMATED SERIES

The Council of Evil were an ancient force banished long before in the [illegible] of Evil, having lost their struggle with the Council of Good. [illegible] and his loyal warriors were said to be their descendants. On one occasion it was revealed that Skeletor utilized the Council of Evil to create a [illegible] into which he sent Castle Grayskull.

COUNCIL OF EVIL (II)

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Council of Evil was an alliance among Eternia's most powerful villains (Count Marzo, Evilseed, the three giants, and Webstor [illegible]) in secret by Skeletor with the hope of attacking the Masters of the Universe while their guard was down. Skeletor allowed his own Evil Warriors to be captured, prompting King Randor to the kingdom's state of emergency. The Council of Evil took advantage of the opportunity and captured the Masters, leaving only He-Man. They managed to overpower him for a time, and the council attacked Castle Grayskull. The Masters returned with the aid of their allies. The council was defeated and ultimately disbanded.

COUNCIL OF KINGS

[illegible] FILMATION POP ANIMATED SERIES

The Council of Kings was a group of noblemen and [illegible] who met in secret during the Horde's initial invasion of Etheria. As long as their location was kept secret, the planet would be safe. However, Shadow Weaver, still apprenticed to Norwyn, betrayed them and revealed their location to the Horde.

COUNCIL OF SEASONS

[illegible] FILMATION MOTU ANIMATED SERIES

The Council of Seasons was composed of four members—Lady Spring, Miss Summer, Count Fall, and Mr. Winter. They regulated the seasons on Eternia.

COUNCIL OF THE WISE

[illegible]

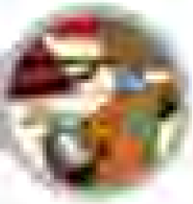
[illegible] FILMATION MOTU ANIMATED SERIES
The Council of the Wise once oversaw much of the universe, passing judgment on those who committed evil acts. When it was disbanded, one of its members, Zodac, began serving the Overlords of the Eternal Dimension.

COUNCIL OF WISDOM

[illegible] [illegible] MOTU COMICS
The Council of Wisdom was a group of powerful mages from Eternia's ancient past that existed long before the Council of Elders. They established a treaty with King Hsss to ensure peace. One of the members broke a sacred oath of the council by falling in love and fathering a child. He left their number when they refused to aid him in his hour of need.

When King Hsss released Serpos on Eternia, the Council of Wisdom fought back. Holding their former member responsible for these losses, the council cursed him to an eternal existence as the Faceless One.

[illegible]



CRIMSON COUNCIL

[illegible] FILMATION MOTU ANIMATED SERIES
The Crimson Council was a group of three aged Trollans who governed the Trollan world hierarchy and oversaw the Trollan Academy of Magic.

DARK RIDERS

[illegible]

[illegible] FILMATION POP ANIMATED SERIES
Directed by Shadow Weaver, the Dark Riders were savage, skeletal warriors who travelled atop dragon-like winged horses. They wielded a variety of weapons, and both they and their mounts wore the Evil Horde insignia.

DEFENDERS OF TROLLA

[illegible]

[illegible] MOTU CLASSICS
The Defenders of Trolla were a group of warriors tasked with guarding the Overlords' Temple of Power. When a crack in space-time allowed the Unnamed One to send his Revenge Squad to Trolla, the Defenders prevented them from seizing the temple. Repeated attacks gradually shrank the Defenders' numbers until He-Man and Skeletor were accidentally transported to Trolla. The two enemies became embroiled in the battle.

DEMON HORDE

[illegible] [illegible] MOTU COMIC MAGAZINES
The Demon Horde was composed of Azrykyl the Mighty's minions. When Azrykyl was unleashed upon Eternia, he set his Demon Horde on the Royal Palace. Even the Heroic Warriors stood little chance against their might and numbers.

DENEBRIAN BAND

[illegible]

[illegible] [illegible]
The Denebrian Band was employed by Slush Head to play music in the Quagmi Swamp during his meeting with He-Man as Mutant Ambassador for Peace.

DIABOLICAL SNAKES

[illegible] MOTU CLASSICS
The Diabolical Snakes were a cabal of reptilian warriors who followed Kobra Khan after Zodak disappointed King Hsss. Once Kobra Khan became Cobra Khan and gained new powers, the Diabolical Snakes served Skeletor as mercenaries. By Skeletor's command, they searched for magical artifacts to help him breach Castle Grayskull's defenses. They later betrayed him when Cobra Khan stole Skeletor's Havoc Staff and presented it to his true master, King Hsss.

DINOREPS

[illegible] [illegible] MOTU COMIC MAGAZINES
The Dinoreps were a peaceful race who lived in a village on Eternia. They were unaware of the evil which threatened Eternia until an encounter with Hordak. They later pledged their loyalty to the Heroic Warriors.

DINOSORBS

[illegible]

[illegible] FILMATION POP ANIMATED SERIES
Dinosorbs were warriors who could transform into meteors and travel through space. They possessed great strength and impenetrable armor.

D'WARVES

[illegible]

1985 FILMATION (MOTU ANIMATED SERIES)
[illegible]

1986 LADYBIRD (MOTU BOOKS)
The dwarfs depicted in the Ladybird books were small in stature, and [illegible] to Man-At-Arms.

[illegible]

1984 [illegible]
[illegible]

1986 [illegible]
[illegible]

ELVOKS

1986 UK POP COMIC (MAGAZINE)
The Elvoks were a small people who lived in a tiny village on Eternia.

ELYSIANS

1986 LADYBIRD (MOTU BOOKS)
The Elysians were [illegible] Eternia. [illegible] Skeletor [illegible] the Elysians, they were relocated to Eternia. [illegible]

DYPERIAN TROOPS

1985 FILMATION (MOTU ANIMATED SERIES)
King [illegible]

ELVES OF ELFWORLD

1985 FILMATION (MOTU ANIMATED SERIES)
The elves of Elfworld were roughly half the average size of humans. [illegible]

ELDERS OF THE COURT OF JUDGMENT

1990 NEW ADVENTURES OF HE-MAN (ANIMATED SERIES)
The Elders of the Court of Judgment [illegible]

ELVES OF SEAWORTHY

1985 FILMATION (POP ANIMATED SERIES)
[illegible]

ELDERS OF ZIL

1990 NEW ADVENTURES OF HE-MAN (ANIMATED SERIES)
The Elders of Zil were the ruling party of planet Zil. [illegible]

ENCHANTED SISTERS

[illegible]

1986 UK POP COMIC (MAGAZINE)
A legend spoke of the Enchanted Sisters, [illegible] Eternia. [illegible]

ENERGY PATROL

1983 FILMATION (MOTU ANIMATED SERIES)
The Energy Patrol were a group of Eternians sent out by Man-At-Arms [illegible]

ETERNIAN COUNCIL

OTHER NAMES
Council of Elders

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Eternian Council represented an alliance between the kingdoms of the Light Hemisphere, formed to organize a defense against Skeletor. King Randor founded the council and convened its first meeting of leaders at the Royal Palace of Eternia. The council was composed of Chief Carnivus of the Qadians, Queen Andreenia of the Andreenids, Driaza of the Avionians, the Kobbolt Elder, Lord Dactys of the Spelleans, King Tamus, and others. Although the Eternians had been mostly isolationist, the council's resolve was strengthened when the Masters of the Universe defended them from Skeletor's assault to disrupt their first meeting. Later, following an attack by the Snake Men on Subternia, Randor convinced Dekker and his Caligars to put aside their animosity with the Spelleans and join the council as well.

2008 MOTU CLASSICS
The Classics canon followed the MYP canon closely. During the Second Ultimate Battleground, the Eternian Council sided with He-Man and the Masters of the Universe against the combined might of the Horde and Snake Men armies.

ETERNIAN NAVY

1983 FILMATION MOTU ANIMATED SERIES
The Eternian Navy was composed of incredibly muscular men in blue uniforms and white caps. They took their duties very seriously.

ETERNIAN ROYAL GUARDS

OTHER NAMES
Palace Guards

SPECIAL ABILITIES
Combat

1982 DC MOTU COMICS
The Swiss Palace Guards were attired similarly to Man-At-Arms in red and yellow armor and helmets. They served under Teela.

1983 FILMATION MOTU ANIMATED SERIES

The Eternian Royal Guards portrayed in the Filmation series were stationed at the Royal Palace as well as various other locations of importance throughout Eternia (such as Station Zeta and the Weather Station). Highly trained combatants and skilled Sky Sled pilots, they followed the orders of both Captain Teela and Man-At-Arms.

1985 GOLDEN MOTU BOOKS
In the Golden books, the Eternian Palace Guards were under the direct command of Man-At-Arms and wore silver and green armor.

1985 LADYBIRD MOTU BOOKS
The Ladybird books depicted the Royal Guards as more of an army, complete with trumpeters, cavalry, and the like. This army was led by either Man-At-Arms or King Randor himself. They were outfitted in armaments similar to those worn by Man-At-Arms.

1986 EUROPA MOTU AUDIO PLAYS
In the German audio plays, the Royal Guards stood as the army protecting the city of Eternos.

1986 MARVEL STAR MOTU COMICS

In an alternate reality version of Eternia created as a result of Prince Adam's Sword of Power being transported thirty years into the future, many of those that served at the Royal Palace became guards that worked for Skeletor. They wore armor similar to Randor's Royal Guards, but with a different, darker color scheme.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The MYP canon established that the Royal Guards had protected the Council of Elders and the Hall of Wisdom for quite some time, attired in regal grey and blue armor with spiked helmets and capes, first under the leadership of Captain Miro, and then later Captain Randor, Miro's son. After Randor became king, they donned orange and green armor and protected the palace and Royal Family from attacks by Count Marzo, Skeletor, and others.

ETERNIANS

Across all canons, Eternians were the inhabitants of the planet Eternia, encompassing many native races, such as humans, Andreenids, Andreenids, and countless others.

ETERNOS ARCHAEOLOGICAL SOCIETY

1986 UK MOTU COMIC MAGAZINES

The Eternos Archaeological Society was an official team of scientists affiliated with the Royal Family of Eternia. They conducted expeditions throughout Eternia to benefit and increase Eternian knowledge and reported their findings to the Royal Palace.

ETHERIANS

Across all canons, Etherians were defined as the native inhabitants of the planet Etheria, including humans, Kahnons, Twiggets, and many others.

EVIL HORDE

KEY MEMBERS
- Catra
- Grizzlor
- Hordak
- Leech
- Mantenna
- Modulok

OTHER NAMES
- Horde
- Horde Empire

SPECIAL ABILITIES
- Advanced technology
- Robotics
- Sorcery
- Conquest
- Cybernetics
- Leech's suction

[illegible] MOTU MINICOMICS

The Evil Horde were led by Hordak in the minicomics and conducted operations on both Eternia and Etheria.

[illegible] GERMAN MOTU AUDIO PLAYS

The German audio plays portrayed the Evil Horde as a faction brought to Eternia by their leader, Hordak. Upon their arrival, they combined forces with the Monster Warriors. Though they often worked directly for Skeletor, their true allegiance was to Hordak. The Horde's ultimate goal was to conquer Eternia.

[illegible] GERMAN INTERPART-CONDOR MOTU COMICS

In the Interpart-Condor comics, the Horde were based in the Fright Zone, a dimension accessible to their Master, Hordak, through a time gate. They posed a threat to both the Masters of the Universe and the Demons of Evil.

[illegible] FILMATION POP ANIMATED SERIES

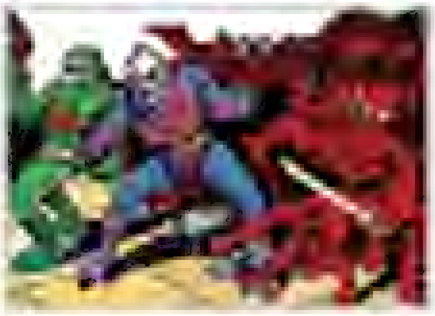
The Horde were an intergalactic totalitarian regime headed by Horde Prime. Mighty militaristic and bent on conquest, they attempted to seize Eternia by sending Hordak and Skeletor to lead that effort. The Sorceress and King Randor's army managed to fend them off, and Hordak left the planet.

Hordak organized the Horde's efforts to conquer Etheria from his stronghold in the Fright Zone. They controlled much of Etheria, though some regions remained out of their reach. An army of Horde Troopers and commanders created by Horde science were at Hordak's disposal.

In time, Horde Prime grew impatient with Hordak's failure to eradicate the Great Rebellion and began interfering with the operations on Etheria. His efforts, too, were largely ineffectual. The Horde relied primarily on science over sorcery, though mages like Shadow Weaver also enhanced their ranks.

[illegible] UK MOTU COMIC MAGAZINE

The Evil Horde, presided over by Horde Prime, were the largest and most dangerous group depicted in the UK comics. They had conquered many worlds, including Eternia's sister planet of Etheria, but Horde Prime regarded Eternia as the most important of worlds, for Eternia was the location of Castle Grayskull, the seat of power in the universe.



Hordak led a successful conquest of Etheria for the Horde after an initial failed attempt to take Eternia. His base of operations was the Fright Zone, a dark region that existed on both worlds via an interdimensional portal. Despite being under constant threat from She-Ra and the Great Rebellion, the Horde's hold on Etheria remained strong. On Eternia, they controlled only a very small region in the vicinity of the Eternian Fright Zone.

[illegible] GERMAN EHAPA MOTU COMICS

Led by Hordak, the Evil Horde were a small group of just eight warriors who resided in the Fright Zone on Eternia. They often tried to take Eternia on their own, despite their relatively inadequate numbers. On several occasions, they sided with the Demons of Evil or the Snake Men to increase their chances.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Evil Horde were an army that marched across Eternia long in the past, seeking to conquer the planet's kingdoms in the name of their leader, Hordak. The bulk of these forces comprised countless armored troopers, led by an elite group of warriors possessing powerful abilities. Cloaked Horde sorcerers secretly invoked the Spell of Separation but upon realizing it was tearing the planet completely in half, they stopped. This resulted in the creation of Eternia's Light and Dark Hemispheres.

EVIL WARRIORS

KEY MEMBERS
Beast Man
Evil-Lyn
Mer-Man
Skeletor
Trap Jaw
Tri-Klops

OTHER NAMES
Minions of Evil
Monster Warriors

1982 MOTU MINICOMICS
The Evil Warriors were a sinister group of villains and mercenaries who were assembled from across Eternia and, in some cases, the universe. They were led by Skeletor and used Snake Mountain as their base of operations.

1983 GOLDEN MOTU BOOKS
The Golden books depicted the Evil Warriors as greedy and self-serving. None were truly loyal to Skeletor, and all had their own agendas.

1986 GERMAN MOTU AUDIO PLAYS
In contrast to other canons, the term "Monster Warriors" applied to all under Skeletor's control, which included the Evil Horde and Snake Men factions in addition to his own warriors. The group began small in number and grew over the years. Unlike other depictions, most of the warriors tended to be extremely loyal to Skeletor, encouraging him to battle on even when he had given up hope of defeating the Masters of the Universe.

1987 GERMAN EHAPA MOTU COMICS
While Skeletor wished to conquer Eternia, many of the Demons of Evil under his command simply wished to have fun. They viewed the Evil Horde and Snake Men groups as their rivals but would often ally with them against their common enemies.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
In the MYP animated series, the Evil Warriors were banished to the Dark Hemisphere of Eternia and locked behind the Mystic Wall after a failed assault on the Hall of Wisdom. After Skeletor was successful in breaching the wall, they resumed terrorizing Eternia under Skeletor's leadership.

[illegible]

2008 MOTU CLASSICS
In the Classics canon, Skeletor, initially as Keldor, recruited the band who would be known as the Evil Warriors. The group served Skeletor loyally for many years on Eternia. While they eventually conquered Eternia, the Evil Horde returned and overthrew them. Forced to work with their former enemies, the Evil Warriors joined forces with the Renegade Masters of the Universe and the Rebels from Etheria to fight the Horde in the Second Ultimate Battleground.

During the battle the Evil Warriors apparently turned on their allies, as several of their number fought against members of the Masters and the Rebellion. Later, after Skeletor had left Eternia to conquer the Horde Empire, Jitsu assumed command over the warriors who remained at Snake Mountain. The Unnamed One, upon his escape from the Nameless Dimension, persuaded Jitsu and the Evil Warriors to join with him for a time until Evil-Lyn and Skeletor's son with Skeletor amassed a new set of Evil Warriors, including old and new members, on the Moon of Doom.

EVOKS

[illegible] UK MOTU COMIC MAGAZINE

The Evoks were an insect-like race on Eternia. When a meteor impacted the ground near their village, they turned it into a statue and honored it in a special ceremony. It was discovered that whoever held the statue could transfer their consciousness into the body of another or turn any machine.

FALCONS

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS

The Falcons were a group of warmongering evildoers led by the barbaric warrior Badi. The evil Falcons were considered "friends" of Skeletor.

FIGHTING FOE MEN

TITLES
Evil Warrior Pirate Clan

SPECIAL ABILITIES
Mercy

[illegible] MOTU CLASSICS

A group of pirates called the Fighting Foe Men conquered the Valley of Gnarl and the surrounding area after the Great Wars during the age of Preternia. The clan was composed of three warriors: Shield Master Sherdyn, Dolkstoyan, and Daxag O'Tor. They built impressive war vehicles, including the Battle Ram and the Talon Fighter, with which they terrorized the inhabitants of Eternia.

Eventually, the Fighting Foe Men were defeated by Vikor and magically frozen inside a glacier for over five thousand years. After Hordak found and freed them, they fought as members of the Horde during the Second Ultimate Battleground.

Shortly after the battle, Dolkstoyan revealed his secret allegiance to the Evil Warriors. He betrayed Shield Master Sherdyn and Daxag O'Tor, who subsequently allied themselves with Bandit Villamus in an effort to make amends for past misdeeds.

FIRE PEOPLE

[illegible] FILMATION MOTU ANIMATED SERIES

The Fire People were a relatively peaceful flame-like race of strong warriors on Eternia that guarded the Spellstone. Led by King Helios, they possessed fiery weapons to match their bodies.

FIRE SPRITES

[illegible] UK MOTU COMIC MAGAZINE

The Fire Sprites were powerful elementals who dwelled in warm places such as the inside of stars. They were known only in legend on Eternia. When an alien sun passed too close to their home of Eternity, it set their home out of position, and the planet began to cool. Eventually, a cloud appeared overshadowing, causing the tiny area of the planet that had remained warm enough for their survival to cool completely. They were forced to flee through a dimensional portal to Eternia. The Fire Sprites settled over Eternia's Polar Icecap, melting it and causing flooding throughout the planet.

After some investigating, He-Man discovered that the cloud had been partially a ruse by the evil sorcerer Wuzzlenoozer. He worked with Orko, Netya and the Sorceress to relocate the Fire Sprites to a new home on Eternia's sun.

FIRST ONES

SPECIAL ABILITIES
Sorcery

[illegible] FILMATION POP ANIMATED SERIES

The First Ones were living spirits of flame who were said to be the founders of Etheria. They dwelled in the Cavern of Fire, far beneath the Crystal Castle. Their magic was extremely powerful. They were able to repair the jewel in the Sword of Protection after it had broken.

[illegible] UK POP COMIC MAGAZINE

The UK POP comics gave a completely different depiction of the First Ones. The original guardians of Etheria, the First Ones appeared to be elderly humans who founded the Etherian civilization in its ancient past. Light Hope in the Crystal Castle retained knowledge of many of their secrets.

FISH MEN

[illegible] FILMATION MOTU ANIMATED SERIES

The Fish Men were Mer-Man's savage servants. They were thinner and less muscular than their master and possessed decidedly lower IQs.

FLOWER PEOPLE

[illegible] UK WORLD MOTU ANNUAL

Ruled by Princess Cosima, the Flower People lived in the Mountains of Molord, which were covered in their beautiful flowers. They sold all kinds of flowers to the vendors of the marketplace in Eternos save one: a flower which was so powerful its perfume could put ordinary humans into a deep and untroubled sleep.

FORGOTTEN ARMY

1986 UK MOTU COMIC MAGAZINE

The Forgotten Army was created by the sorcerer Pok and was composed of two separate warring tribes from Anwatsa Island. He ripped them out of history and brought them to his world with his Time Bomb, training them to be his ultimate force to conquer the universe. He kidnapped both the Heroic and the Evil Warriors from Eternia with the intention of transferring their powers to his army before banishing them into Eternia's ancient past.

Roboto, unaffected by Pok's power-draining mechanism, called upon the Elders, who, using the Power of Grayskull, defeated the Forgotten Army.

FREE PEOPLE OF ETERNIA

2008 MOTU CLASSICS

The Free People of Eternia were the natives of the continent of Vykron. They were ruled by the Snake Men until King Grayskull won their freedom. The Free People included many races, among them Humans, Caligars, Bashnarks, Avions and Speleans. During the Great Wars, King Grayskull and He-Ro fought for the Free People against King Hiss and later Hordak and his wayward Horde.

After the First Ultimate Battleground, the landscape of Eternia changed, but the natives remained known as the Free People. Five thousand years after King Grayskull's death, the Free People had grown isolated from one another. King Randor and his wife Marlena ruled over the Free People and worked to unite them, recruiting their leaders into the Eternian Council.

FREON MUTANTS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Freon Mutants were a group of Primans who had established in the mysterious area of Denebria known as Freon. The atmosphere of Freon gradually caused them to mutate over a number of years. They were eventually rescued from Freon and returned to Primus.

GALACTIC COUNCIL

1991 UK WORLD MOTU ANNUALS

The Galactic Council met in Galactic City on Primus and was composed of members from across the planet. It was their ability to work in concert that allowed Primus to thrive for many years.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Galactic Council was the governing body of the Tri-Solar System and was based on Primus. They wielded enormous power and influence, but did not interfere in conflicts directly. They were led by a large alien.

GALACTIC GUARDIANS

KEY MEMBERS
Flipshot
Hydron
Mara
Master Sebrian

OTHER NAMES
Warriors of Primus
Galactic Protectors

1991 UK WORLD MOTU ANNUALS

The Galactic Guardians, also known as the Warriors of Primus, were tasked with protecting Primus from the evil Galactic Mutants. They were specially trained warriors with unique abilities and talents.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Galactic Guardians were an elite team of warriors selected from recruits to the Primus military. They were tasked with the defense of the planet and the leadership of Primus's army. Each member had a unique ability or specialty.

The Galactic Guardians were initially headed by Captain Hydron, but He-Man began overseeing the group upon his arrival in the future. The group started small and added new members over time.

2002 MOTU CLASSICS

The Classics line changed the name of the Galactic Guardians and redefined their role in the mythos. The Galactic Protectors were an order of intergalactic warriors from the Tri-Solar System who protected the planet Primus and other peaceful worlds from the Space Mutant Doom Squad.

Darius, knowing of the prophecies foretelling that the Twins of Destiny would defeat the Horde Empire, sent Agents Hydron and Flipshot to Eternia in order to find the twins and bring them back to Primus. He-Man and She-Ra agreed to travel to the Tri-Solar System onboard the Starship Eternia, and for five years they fought the Space Mutants and the Horde Empire alongside the other Galactic Protectors. After both the Protectors and the Space Mutants suffered heavy casualties in the Battle of Primus, they chose to call a truce in order to defeat Horde Prime. With the Starship Eternia, the Galactic Protectors transported the twins and Skeletor to Horde World itself and teleported them to the surface, where they fought Horde Prime.

GALACTIC PATROL

1986 UK MOTU COMIC MAGAZINE

The Galactic Patrol was a unit of interplanetary lawmen tasked with pursuing intergalactic criminals and bringing them to justice.

GAR

SPECIAL ABILITIES
[illegible]

[illegible]

[illegible]

[illegible]

GEM-MEN

[illegible]

G'HOAT MEN

SPECIAL ABILITIES
[illegible]

[illegible]

GARGONS

SPECIAL ABILITIES
Flight

[illegible]

GARGOYLES

[illegible]

[illegible]

[illegible]

GIANTS

SPECIAL ABILITIES
[illegible]

[illegible]

[illegible]

GLEANONS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Gleanons were natives of the planet Nemor, which they shared with the Mytes. Unlike the Mytes, they were a savage warrior race who sought complete domination of their planet. They dwelled in their mountain fortress, Belgore City.

2020 MOTU CLASSICS
The Gleanons were an alien race led by the Space Mutant Cita. They fought against Mara and the Mytes on the planet Nemor.

GNOLLS

[illegible] MOTU [illegible]
Gnolls were vicious creatures that served Skeletor. They had green skin and a ridge of spines down their backs. They wore brown webbed [illegible] and had the ability to drain an enemy's strength by looking at them. They could be driven away by forcing them to gaze upon their own hideous reflections.

[illegible] LADYBIRD MOTU BOOKS
The Gnolls were depicted very differently in the Ladybird books. Dwelling in caves throughout Eternia, the Gnolls resembled humanoid hyenas with reddish brown fur. They carried swords and shields and boasted hooves for feet. They would attack and pillage without warning and were incredibly vicious. Skeletor occasionally used them as soldiers during battles against the Heroic Warriors.

GOBLINS

SPECIAL ABILITIES
Advanced Technology

[illegible] [illegible] MOTU [illegible]
The goblins were a technologically advanced race who wanted to dominate Eternia. Led by General Tataran, they often teamed with other races but would happily serve Skeletor if the price was right. Some of General Tataran's goblin soldiers wore jetpacks, lending themselves a great height advantage in combat. Their physiology lacked a heart.

[illegible] MOTU WORLD [illegible]
The goblins of Etheria were a mischievous lot of magic users. Some of the attendees of Angella's Enchanted Eve party were goblins.

GODS OF THE MULTIVERSE

2020 MOTU CLASSICS
The Gods of the Multiverse were the immortal and omniscient beings who collaborated to create the universe from their Hall of Power. Their lead architect was Gandor, whose unlimited imagination fused their magical energies with a creative force. After they had created the Multiverse, Gandor sent the Aura of the Gods sweeping through the Five Dimensions, giving rise to all forms of intelligent life. The Overlords of Trolla contained the Aura of the Gods and the Star Fire in the Temple of Power. They later infused the power into the Sword of He.

GORGANS

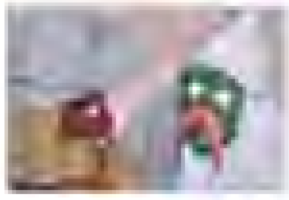
[illegible] GOLDEN MOTU BOOKS
The Gorgans were an apparently entirely female race whose hair was made of snakes. They could turn people into stone.

GORN CITY POLICE

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Gorn City Police were blue-skinned officers who served the sheriff as the city's police force.

GORN CITY TAILORS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Gorn City Tailors were a furry group of [illegible] who ran a tailor shop in Gorn City. They provided the Mutants with disguises, including those which allowed them to pose as Prime Star workers.



GRAND COUNCIL OF UNIVERSAL MAGIC

[illegible] UK MOTU COMIC MAGAZINES
The Grand Council of Universal Magic was a group of mages who ensured that sorcerers throughout the universe were using their powers for good. They had the authority to ban magicians' workshops and revoked their magical abilities when necessary.

GRAY ONES

SPECIAL ABILITIES
Magic

[illegible] GERMAN MOTU AUDIO PLAYS
The Gray Ones were shadowy, wraith-like beings who lived within a region of the Mystic Mountains. It was forbidden to travel to or even fly over their lands, and those who dared never returned.

GREAT REBELLION

KEY MEMBERS
- Bow
- [illegible]
- Frosta
- [illegible]
- Kowl
- Queen Angella
- She-Ra

[illegible] PRINCESS OF POWER ANIMATED SERIES
The Great Rebellion was a band of freedom fighters struggling to liberate Etheria from an oppressive and tyrannical Horde regime. It was led by Adora, who took over from Glimmer after defecting from the Horde. The Rebels operated primarily from the Whispering Woods and Castle Bright Moon, though they could be found throughout all Etheria, and encompassed all ages and races.

Bow, Kowl, and Madame Razz were among their key members, and Queen Angella served as their figurehead.

As the largest organization outside of the Horde, and certainly the Horde's greatest threat, many of the most prominent Rebels often traveled in disguise to avoid being recognized. When not actively in combat against the Horde, the Great Rebellion collected and delivered supplies and recruited new members.

Among the more prominent and active supporters of the Great Rebellion were Castaspella, Mermista, Peekablue, the Sea Hawk, and the Twiggets.

[illegible] GOLDEN BOOK BOOKS
In contrast to the Filmation series, it was Angella who led the Great Rebellion of Etheria in the Golden books.

[illegible] MOTU CLASSICS
The Great Rebellion's activities were expanded in the Classics canon. When Hordak abandoned Etheria to invade Eternia, She-Ra and many key members of the Rebellion left Etheria to join forces with the Renegade Masters of the Universe. They fought in the Second Ultimate Battleground on Eternia and returned fifteen years later to take part in the Third Ultimate Battleground.

HARPIES

SPECIAL ABILITIES
Flight

[illegible] FILMATION POP ANIMATED SERIES
Commanded by Harpy, the Harpies of Talon Mountain were humanoid [illegible] with huge wingspans, clawed hands, and bird legs. They were a threat to the Great Rebellion but not affiliated with the Horde. Fiercely territorial, they [illegible] trespassers within their lands. Though Harpy's status among them was elevated due to her use of magic, the rest of the Harpies were simple warriors who looked nearly identical and wielded clubs.

GREEN TIGER TRIBE

[illegible]

[illegible] MOTU CLASSICS
The Green Tiger Tribe was an Eternian group who gave the tiger cub Prince Granger to King Grayskull as thanks for saving their home from Cat [illegible]. Granger grew up to become King Grayskull's faithful steed, Battle Lion. Millennia later, the tribe was again responsible for matching a young hero with his future steed. Prince Adam saved the Green Tiger cub Cringer from a [illegible] attack. The grateful cub became Adam's devoted companion and later Battle Cat, transformed by the Power of Grayskull.

GREENVALE VILLAGERS

[illegible] FILMATION POP ANIMATED SERIES
The Greenvale Villagers, led by King Gruff, were peace-loving creatures that were rabbit-like in appearance. They had very little understanding of war and would not help the Rebels who fought the Horde to defend their kingdom.

GROLLS

SPECIAL ABILITIES
Flight

[illegible] UK MOTU COMIC MAGAZINES
Grolls were evil flying creatures found in the Sleepy Vale. As the vale's scent induced drowsiness, they would take advantage of those who passed through, especially wealthy merchants, and rob them. Visitors to the Sleepy Vale often collected Star Blossoms, which counteracted the vale's effects. The Grolls took to wilting [illegible] the Star Blossoms and [illegible] attacks on [illegible].

GUARDIANS OF ETHERIA

SPECIAL ABILITIES
Sorcery

[illegible] UK POP COMIC MAGAZINES
Centuries before the Crystal Castle was built, the Guardians of Etheria were an elfin race who [illegible] the planet. They built many fortresses in magical locations, including the legendary Freedom Castle. After they mysteriously vanished, it was said that their spirits walked the halls of Freedom Castle.

HELIOANS

[illegible] MARVEL STAR MOTU COMICS
The Helioans resided in the levitating city of Helios. High above the surface of Eternia, they [illegible] little save the Mud Beast.

HE-MEN

2008 MOTU CLASSICS
Throughout the ages, the He-Men were heroic warriors chosen by the Goddess from each generation to guard the split halves of the Sword of He. They took their name from the sword they guarded, and their adventures perpetuated the legend of He-Man. By the time Prince Adam was born, five thousand years after Queen Grayskull split the sword, the legend of He-Man as the hero protector of Eternia had been well established. Oo-Lar, Wun-Dar, and Vikor were among the ranks of the He-Men prior to Prince Adam.

HEROIC WARRIORS

KEY MEMBERS
He-Man
Man-At-Arms
Man-E-Faces
Orko
Ram Man
Stratos
Teela

OTHER NAMES
Masters of the Universe
Masters
Eternian Defenders

[illegible] MOTU MINICOMICS
The Heroic Warriors were the group of brave fighters led by He-Man who served King Randor and Queen Marlena. They protected Eternia and Castle Grayskull from Skeletor and his Evil Warriors, Hordak and his Evil Horde, King Hiss and his Snake Men, and other evildoers.

[illegible] GOLDEN MOTU BOOKS
In the Golden Books, the Heroic Warriors were also known as the Masters of the Universe.

[illegible] GERMAN MOTU AUDIO PLAYS

The heroes of the German audio plays were called the Masters of the Universe, or simply the Masters, and their base of operations was in the city of Eternia. The primary members were He-Man, Man-At-Arms, Teela, Orko, and Battle Cat, though the group as a whole was quite large. They were a tight-knit band of friends, drawn together to defend Eternia.

[illegible] UK MOTU COMIC MAGAZINES
The UK comics stated that when Prince Adam assumed the Power of Grayskull, he realized he would need allies to aid him in his battle. He put out a call across Eternia for the bravest and noblest of warriors to join him. As his adventures frequently took him to other worlds, his band of heroes grew to include many who were not native to Eternia. He named his warriors the Masters of the Universe.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Masters of the Universe were a group of warriors first serving under Captain Randor as Defenders of Eternia and later as Masters following Man-At-Arms' leadership. Some long-serving members, like Stratos and Ram Man, had been with the team since Captain Randor's time. Inspired by He-Man, new recruits such as Sy-Klone later joined to defend Eternia.

[illegible] MOTU CLASSICS
The Masters of the Universe were a band of heroic warriors who fought to defend Eternia from the forces of evil throughout its history.

In Eternia's ancient past, King Grayskull assembled the first Masters of the Universe to fight in the Great Wars against the oppression of the Snake Men, and later against the invading Horde. They participated in the construction of the Three Towers connecting the factions and their territories for a brief period. Before long, the truce was broken, and the Masters were engaged in a three-way war with the Horde and the Snake Men. King Grayskull's Masters of the Universe took part in the Ultimate Battleground. There, they defeated the Horde and drove the Snake Men into hibernation.

Five thousand years later, Grayskull's descendant Randor assembled a new generation of Masters to help him end the Great Unrest. Some years later, Skeletor and his minions breached the Mystic Wall and returned to threaten Eternia, forcing the Masters of the Universe to oppose them. Man-At-Arms commanded the Masters until Prince Adam became He-Man and assumed leadership of the group.

After Skeletor [illegible] King Randor to [illegible] and assumed the throne, He-Man and the Heroic Warriors went forward to become the Renegade Masters of the Universe, taking refuge in the caverns of Tundaria.

As renegades, the Masters fought for Eternia's freedom from Skeletor while simultaneously keeping the Snake Men at bay. When Hordak returned to Eternia, the Masters joined forces with a portion of the Great Rebellion, who had followed him there.

Skeletor and his Evil Warriors joined forces with the Masters of the Universe for the Second Ultimate Battleground. United, the Masters, Rebels, and Evil Warriors fought in the Second Ultimate Battleground, where they defeated both the Horde and the Snake Men.

Fifteen years after the Second Ultimate Battleground, the newly crowned King He-Man assembled a new group of Masters of the Universe, composed of warriors both old and new. However, not long after He-Man's coronation, Eternia fell under attack by the Horde warrior-queen Despara and the Unnamed One. The new Masters took refuge in the caverns of Tundaria.

King He-Man sent his son, [illegible], the new wielder of the Sword of He, back in time to escape the Unnamed One and learn how to counter the evil magic. Upon his return, [illegible] led the new Masters of the Universe to victory against the Unnamed One in the Third Ultimate Battleground.

HORDE PATROL UNITS

[illegible] MOTU CLASSICS

Horde Patrol Units were enforcers who patrolled Horde space and [illegible] their commanders, [illegible], and thieves.

HORDE TROOPERS

[illegible]
Evil Mechanical Defenders of Hordak

[illegible]
Combat

[illegible]

[illegible] MOTU MINICOMICS

In the minicomics, Hordak produced Horde Troopers with a machine which extracted metal from the ground and transformed it into the perfect warriors. Relentless and nearly indestructible, they possessed one weakness—if struck in the center of their chest, they would fall to pieces.

[illegible] KID STUFF MOTU RECORDS

In a unique depiction, the Kid Stuff records featured Horde Troopers as gray humanoid beings with pointed ears. They wore bullet-shaped metal helmets, had silver-blue armor, and spoke in distorted voices. More than two dozen Troopers could overpower He-Man, and when Comet Warriors charged toward the Troopers, they would quickly jump to avoid being crushed.

[illegible] GERMAN MOTU AUDIO PLAYS

After initially arriving on Eternia along with Hordak, more Troopers invaded the planet at a later time through the Ghost Gate. Described as gray knights, the Horde Troopers' only weakness was said to be their [illegible].

[illegible] FILMATION POP ANIMATED SERIES

Though the Horde had its share of powerful and dangerous warriors, the Horde Troopers were a key factor in maintaining its dominance on Etheria, due to their sheer numbers. Early on in the Filmation POP series, it seemed as though the Horde Troopers were [illegible] wearing armor, but over time, it became clear that they were robots. The Horde produced incredible numbers of them in factories all across the planet.

The Horde Troopers were relatively easy to fool and could be disabled by exposure to water, but it was the Horde's seemingly inexhaustible supply of them that proved the most serious challenge to the Great Rebellion.

The Horde Troopers used a variety of armaments; most prominent was a long, baton-like device with a sphere at one end which produced powerful blasts of energy. Another was a rocket launcher.

Variations on the traditional Horde Trooper design existed, including an early bulkier version which Hordak used during his failed attempt to conquer Eternia. Another version was equipped with what appeared to be some kind of breathing apparatus and primarily served in a sailing capacity. Why the robots needed a breathing apparatus was unclear. Some Horde Troopers were equipped with jetpacks for aerial combat.

[illegible] MARVEL STAR MOTU COMICS

In the Marvel Star comics, the Horde Troopers were mindless suits of armor brought to life by Hordak's magic. They appeared far taller than the human warriors.

[illegible] UK MOTU COMIC MAGAZINES

The Horde Troopers were the Evil Horde's mechanical militia. Thousands of robotic Troopers obeyed Hordak's commands and enforced his regime across Etheria while aiding him in his battles on Eternia.

The Horde Troopers were designed and created by Hordak as an upgrade from an earlier, more basic design by Horde Prime. They were built in a large Trooper factory on Etheria, itself overseen by Troopers. It was there that new Troopers were produced for the Horde on a daily basis.

At first the Horde Troopers solely operated on Etheria, but when Hordak realized the Heroic Warriors on Eternia were too powerful for him to face with only the few henchmen who aided him on Eternia, he transported a small contingent of his Troopers there using a Space Portal of his own making.

According to the Horde manuals, the Horde Troopers were programmed to be completely loyal to Hordak and would only act upon his instructions. If any Troopers ever failed Hordak, he would quickly blast them apart and reduce them to scrap metal.

[illegible]

[illegible] MOTU ANIMATED SERIES

Along with an updated appearance, the Horde Troopers which appeared in the MYP animated series wielded swords.

[illegible] MOTU CLASSICS

Hordak created and mass produced the Horde Troopers after he was banished to Despondos. From numerous factories he positioned around the planet, Hordak constructed his army to resemble his brother's armored foot soldiers on Horde

[illegible]

[illegible]

HORDE WRAITHS

[illegible]

[illegible]

[illegible]

[illegible]

HOUSE OF MIRO

[illegible]

HOUSE OF RANDOR

MOTU CLASSICS

[illegible]

HOVER ROBOTS

[illegible]

[illegible]

[illegible]

[illegible]

HYPERSPACE MONSTER WARRIORS

[illegible]

ICE DWARVES

[illegible]

ICE THIEVES

[illegible]

[illegible]

ICE TROLLS (I)

[illegible]

ICE TROLLS (II)

[illegible]

IKORTS

[illegible]

INNER COUNCIL

[illegible]

INSECT PEOPLE

[illegible]

INTERGALACTIC AUTHORITARIAN PATROL

[illegible]

INTERGALACTIC FOUNDATION

[illegible]

INTERGALACTIC LAW AGENCY

[illegible]

INTERGALACTIC POLICE

[illegible]

INVISIBLE GNOMES

ABILITIES
Superhuman strength
Magic

1986 GERMAN MOTU AUDIO PLAY
The Invisible Gnomes were an evil race who lived within the Mystic Mountains near Aston. They desired the destruction of the dwarves. They took the opportunity to attack when Skeletor damaged the Tree of Dying Time and weakened Aston's magical protection. They finally were forced out of the city when He-Man moved a huge rock to a position that restored Aston's magical protection.

JEWELED WARRIORS

1986 UK MOTU COMIC MAGAZINE
Magically created by Shadow Weaver, the Jeweled Warriors were conjured from nothing with a wave of her hand. He-Man dispatched them easily by producing sound waves with his sword, which caused them to fall to pieces.

JOYBRINGERS

1986 UK MOTU COMIC MAGAZINES
The Joybringers were a race of pixie creatures who annually celebrated the winter season on Eternia by sprinkling some of their Joy Dust across the Eternian land. It was a magic substance of which only they knew the secret. The Joy Dust warmed the hearts of people and animals all across Eternia and helped brighten their moods amid the gloom of winter.

JUNGULIANS

1986 UK MOTU COMIC MAGAZINES
The Jungulians were the inhabitants of the planet Jungulia. They were a hairy, savage, wild species with a long lifespan and great strength, but despite their fierce nature they were peaceful and kindhearted. When Jungulia was attacked by the evil Slithersons, the Jungulians defended their world and defeated the Slithersons. One of their number, Grublin, a 428 year-old a child by Jungulian standards, was led astray after stumbling upon a cache of deadly weapons accidentally left over from the Slitherian Warlord and ended up in the service of the Evil Horde.

KEX

1983 MOTU MINICOMICS
The Kex were a race of ten-[illegible] underground insect people who served a noble queen. They laid eggs and tended to them in hives. Pink and black, they had pointed [illegible] and large hands and wings, though it was unclear if they could fly.

2008 MOTU CLASSICS
The Classics canon stated that the Kex lived in an underground kingdom of Subternia. They were related to the Arachnoids and the Arachna Spider Warriors.

KLYBIAN LIZARD MEN

2008 MOTU CLASSICS
The Klybian Lizard Men of the planet Ohaline were a reptilian race whose DNA became part of those strains used by the Unnamed One to create the Snake Men. At least one of the Lizard Men, [illegible], hated the Snake Men for altering his own species. He took up arms against them during the Second Ultimate Battleground.

KNIGHTS

1985 FILMATION POP ANIMATED SERIES
The Knights were intimidating warriors conjured by some Queen Mottella who were allowed [illegible] to turn in imposing armor. When the Knights spoke, the eyes of their helmets would glow. The Knights disappeared when Mottella was defeated by Castaspella.

KOALA PEOPLE

1986 UK POP COMIC MAGAZINES
The Koala People were an Etherian race of human-koala hybrids. When the Fright Zone expanded to encompass their village, they fled and established a new home near the Blue Mountains.

KOBOLDS

1983 MOTU MINICOMICS
The Kobolds were a race of sadistic creatures who served the evil Lodar. They were purple and had strange blue faces, large black eyes, and bony protrusions down their backs. The warlike creatures could speak, though they did so in a brutish, simplistic way. They tended to attack using longswords.

KON-SEALS

SPECIAL ABILITIES
Hiding

1985 FILMATION POP ANIMATED SERIES
The Kon-Seals, such as Leo-Kon, were a race of rainbow-colored creatures who lived on [illegible] Island. Little was known about them except that they would sneak unnoticed through friends' encampments and [illegible] food to the [illegible].

KRIDLEEN INSECTOIDS

2008 MOTU CLASSICS
The Kridleen Insectoids came from a muddy planet in the Oludoon Galaxy. They were vampires who ambushed and stung their prey before draining them of their blood. [illegible] Black, better known as Mosquitor, left his race to join the Horde rather than live with his own kind.

KROOMS

1986 FILMATION (MOTU SHE-RA SERIES)
The Krooms were a race of savage, pig-like beings on Trolla. Though dangerous in large numbers, they were rather dull witted.

KRYON TRIBE

1986 UK POP COMIC MAGAZINES
The Kryon Tribe was a clan Adora was due to visit when she was drugged into unconsciousness by Hurlak and sent out into the Eternian Ocean in a small boat.

KULATAKS

2003 MIKE YOUNG PRODUCTIONS (MOTU ANIMATED SERIES)
The Kulataks were an intelligent, yeti-like people that lived in the village of Shiki in the Ice Mountains of Eternia. They mounted and could move quickly on all fours. They bared sharp fangs and claws when hunting down the [illegible] in their Lowlands. They mined Eternium, which they considered to be their most vital resource, and were wary of anyone who might need it. To reward the Masters of the Universe for defending the Eternium and his people's home, the Kulatak elder agreed to an alliance with Eternos and supplied Man-At-Arms with some of their metal for the construction of a prison designed to hold the Evil Warriors.

2008 MOTU CLASSICS
The Classics gave a different version of Kulatak lore. For many years, Eternians believed the Kulataks were only a myth until Skeletor attempted to steal Eternium from their mines. Afterward, they allied with King Randor's Masters of the Universe and fought in the Second Ultimate Battleground.

LARENES

1984 GERMAN MOTU AUDIO PLAYS
The Larenes were a spacefaring race of conquerors who existed a few hundred years before He-Man's time. They traveled to various worlds and threatened their inhabitants with total annihilation if they were not accepted as rulers. At some point, the Larenes destroyed themselves, leaving nothing but their [illegible] bombs behind.

LAVA-MEN (I)

1983 GOLDEN MOTU BOOKS
The Lava-Men were [illegible] and lumbering creatures that sprang from the heart of a volcano. They guarded one of the three pieces of the Sunbird and were easily tricked into destroying each other by Teela.

LAVA-MEN (II)

1986 BRAZILIAN EDITORA ABRIL POP COMICS
The Lava-Men of the Brazilian POP comics were gray, rock-like beings and lived in a burning desert in another dimension. They carved huge spears, wore loincloths, and rode upon reptilian beasts of burden. The River of Lava sustained them. If the lava were to disappear, they would not be able to survive. Thinking they could make a slave of Princess Adora, they brought her to their leader Gofo. Gofo, not wanting a slave, expressed his desire to save his people from impending disaster.

LEONATS

1986 MOTU NEWSPAPER STRIPS

The Leonats were small, fear-led-like creatures who lived on the planet Noveo. While they appeared to be simple animals, they were sentient creatures with their own society. Two of their most prominent members were P'Nath and T'Bass.

LEPRECHAUNS

1986 POP WORLD ANNUALS
The Leprechauns of Etheria were tiny bearded men with green hats and coats. A few of them attended Angella's Enchantment Eve party.

LION PEOPLE

1987 POP WORLD ANNUALS
The timid Lion People made their home beside a river in the Valley of the Lion People. Through the ages, they were protected by the magical Orang of Leoma.

LIZARD MEN

2008 MOTU CLASSICS
The Lizard Men were a cold-blooded race of Eternia-native humanoids with a genetic connection to the Snake Men. Despite this biological link, at least one Lizard Man, Gayn, joined the Masters of the Universe. However, Gayn's heroism did not end the Eternians' discrimination against the Lizard Men because of their connection to the Snake Men.

LOST MAGES

SPECIAL ABILITIES
Sorcery

1984 GERMAN MOTU AUDIO PLAYS
The Lost Mages were a group of reasonably powerful sorcerers who lived a thousand years back in Eternian history. They died and disappeared under unknown circumstances but had inscribed much of their knowledge onto a nearly indestructible tablet. In present-time Eternia, the souls of the Lost Mages almost succeeded in returning to life.

MAGES OF THE INESCAPABLE

SPECIAL ABILITIES
Sorcery

1987 GERMAN ETAPA MOTU COMICS
The Mages of the Inescapable were a group of sorcerers who created Kingsor, the Sword of Doom. They were apparently killed by the time Skeletor and Hordak tried to seize the sword.

MAGES OF THE TIMELESS ONES

SPECIAL ABILITIES
Sorcery

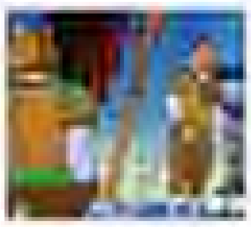
[illegible] GERMAN MOTU AUDIO PLAYS
The Mages of the Timeless Ones were powerful evil sorcerers. Having lost a battle to Skeletor some years before, the mages retreated to a valley in the Vine Jungle and kept to themselves.

MAGICATS

SPECIAL ABILITIES
Sorcery

[illegible]

[illegible] FILMATION POP ANIMATED SERIES
The Magicats were a race of large anthropomorphic felines who dwelled within the underground kingdom of Half Moon. They remained there when their queen had been taken prisoner by the Hunter. In her absence, Minister Crowfoot cared for his people with the help of She-Ra and [illegible]. The Magicats' sorcery was impressive. They could conjure illusions and wipe the memories of their foes. They could walk upright or on all fours and possessed the ability to speak.



MAKKINAKS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Makkinaks were the inhabitants of the planet Makkina. They were tall and spindly beings who had been enslaved by their own creations, the Protectors. They were suppliers of advanced weaponry.

MANCHINES

[illegible] FILMATION MASTERS OF ANIMATED CHRISTMAS SPECIAL
The Manchines were a group of diminutive, toy-like creatures, each with unique mechanical abilities. They were led by Comer.

MERFOLK

[illegible] FILMATION POP ANIMATED SERIES
The Merfolk were ruled by King Mercia in the underwater kingdom of [illegible]. Like Mermaids, they spoke with French-inspired accents and [illegible]. Their lower halves [illegible] legs for traversing land to fins for navigating the Etherian oceans.

MERLANTEANS

[illegible] UK MOTU COMIC MAGAZINES
The Merlanteans were the inhabitants of the underwater city of Merlantia. He-Man and Man-At-Arms visited Merlantia after Queen Marlena was turned to stone by an evil scheme of Skeletor's, for only the Merlanteans held the cure for the spell. Unfortunately, upon arrival they found that the Merlanteans were all under the control of Mer-Man and were working against them. He-Man tricked Mer-Man into releasing them from his mind control, and the Merlanteans were free to help the heroes. They rebelled against Mer-Man and Skeletor and helped He-Man drive them away from their city, before providing He-Man with the cure he needed to save Queen Marlena.

MER-PEOPLE

[illegible]
[illegible]

[illegible] DC MOTU COMICS
The Mer-People were led by Mer-Man and resided deep beneath the Sea of Blackness. They were a vicious and savage race who did not regard their passers kindly.

[illegible] UK WORLD MOTU ANNUALS
The Mer-People depicted in the World annuals were more like traditional mermaids, with the tail of a fish and the upper body of a human woman.

[illegible] GERMAN MOTU AUDIO PLAYS
The German audio plays referred to the race of humans fish hybrids ruled by Mer-Man as Neptunians. They were absolutely loyal to him.

METEORBS

[illegible] MOTU TOY LINE
The Meteorbs were egg-shaped living comet creatures that could transform from animal (or robot) form into a flying comet. There were five heroic and five evil Meteorbs. The heroic Meteorbs were Comet Cat, Ty-Gyr, Cometroid, Astro Lion and Tusker. The evil Meteorbs were Dinosorb, Gore-illa, Crocobite, Rhinorb and Ohmmm.

[illegible] MARVEL STAR MOTU COMICS
Both heroic and evil factions of Meteorbs came to Eternia. They were a subset of the Comet Warriors. The heroic Meteorbs were led by Cometroid, while the evil Meteorbs allied themselves with Skeletor. The Meteorbs were fully sentient and capable of speech, and some of them could fire destructive laser beams from their mouths.

[illegible]

MOLE-PEOPLE

SPECIAL ABILITIES
[illegible]

[illegible] UK MOTU COMIC MAGAZINE
The Mole-People were a peaceful underground race forced by Skeletor to construct tunnels through which he could burrow into Eternos City and attack from below. He-Man freed the Mole-People, and they helped him drive Skeletor away from their home. The Mole-People helped He-Man return to the surface world and pledged to aid the Heroic Warriors in their fight against Skeletor. He-Man arranged for Royal Guards to be sent to the Mole-People's home to protect them against any future attack.

MONKEY MEN

[illegible] POWER TOUR
The Monkey Men were a mysterious race of simian beings from the land of Zot.

MONSTROIDS

SPECIAL ABILITIES
Transformation

[illegible] SHE-RA: PRINCESS OF POWER ANIMATED CHRISTMAS SPECIAL
The Monstroids were a group of large robots who could transform from humanoid forms into vehicles equipped with heavy weaponry. Led by Number One, they were an independent faction on Etheria. They occasionally allied themselves with the Horde in an attempt to gain favor with Horde Prime.

MOSS PEOPLE

[illegible] UK MOTU COMIC MAGAZINES
The Moss People were the inhabitants of the planet Florenia. Preyed upon by the savage lizard creatures that populated Florenia, the Moss People had evolved to change their skin's appearance, allowing them to blend in with the plants around them and hide from their enemies. They were able to mentally control the color and texture of their skin so it could take on the exact look of flowers, trees, and bushes, and they also possessed the ability to telepathically control plants. The Moss People lived in peace until Florenia was attacked by the Horde Empire, which destroyed their jungle cover and rendered their camouflage power useless. They were reduced to poor travelers, desperately trying to find food and shelter in their ravaged world. A young member of their race managed to infiltrate the Horde scatter ship orbiting Florenia where he challenged the Horde and drove them away from the planet. Subsequently, he wound up on Eternia, where he joined the Heroic Warriors and became known as Moss Man.

MOUND FOLK

[illegible] UK POP COMIC MAGAZINE
The Mound Folk were a peaceful, magical, dwarf-like race who resided in the Valley of the Lost. Many Etherians believed they were simply the product of fairy tales. If captured, they were obliged to grant their captor a wish in exchange for being set free. They enjoyed longevity, often living to be over four hundred years old. They were powerless against iron, which could be used to imprison them.

MOUNTAIN ELVES

[illegible] UK MOTU COMIC MAGAZINES
The Mountain Elves were inhabitants of the Mountains of Mozorn. They were a peaceful race temporarily turned aggressive by a solar eclipse on Eternia.

MUTANT GOON SQUAD

[illegible] MOTU CLASSICS
The Mutant Goon Squad was a unit commanded by Flogg in the Tri-Solar System. They enforced the will of the Horde Empire until Gadonia tempted them to help him conquer it. Prior to their change of allegiance, the Goon Squad operated from various bases, including a lookout in Goon Castle and the camp city of Slicon on Denebria. At the behest of his Horde commanders, Flogg regularly launched raiding parties against Denebria's sister planet Primus, whose guardians were the Galactic Protectors.

MUTANT TROOPERS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Mutant Troopers formed the bulk of Flogg's army. They were heavily armored and well-trained foot soldiers capable of piloting all Mutant vehicles. They were expected to show respect to Flogg by saluting in his presence.

[illegible]

MYTES

[illegible] ANIMATED SERIES

The Mytes were a race native to the planet [illegible], which they shared with the [illegible]. They were a peaceful race eager for contact with new species. The Mytes were short, orange-skinned creatures. They had a powerful space force and resided primarily in their capital city of [illegible].

[illegible]

The Mytes were a race of aliens on the planet [illegible] who declared Mara, the heroic ambassador of peace, their queen. Alongside Mara, the Mytes fought the Space Mutant [illegible] and her army of [illegible].

NERBS

1983 FILMATION MOTU ANIMATED SERIES

The Nerbs were wild little [illegible] of energy who were loyal to Negator. They wore long blue cloaks, spoke a unique language, and could transfer their energy to Negator when required. Apparently skittish, they often cowered behind their master.

OBSERVATORY DEFENDERS

[illegible]

The [illegible] defenders of the Titus Observatory wore yellow helmets and armor. They were stationed at the Observatory on the Primus landmass called Titus. It's likely that they primarily worked as technicians at the observatory, since they were quickly defeated by the Mutants during an assault.

MERLINS

[illegible] LADYBIRD MOTU BOOKS

The Merlins were white-bearded little green men from another dimension. They were intelligent and skilled technicians, but they were terrorized by giant carnivorous beasts. The Merlins were rescued and came to work as assistants in Man-At-Arms' workshop.

OGRES

1983 FILMATION MOTU ANIMATED SERIES

The ogres were a savage race from Eternia's Mystic Mountains. Although they appeared barbaric, they had access to advanced technology. They would often attack in large numbers.

ORCS

1983 FILMATION MOTU ANIMATED SERIES

Orcs were small, gray humanoids who wore maroon uniforms and fought with a variety of weapons. They were relentless in battle and extremely dangerous en masse. They did not speak the common language of Eternia.

Years in the past, the Orc Wars took place in the Lands of Time between the orcs and humans. Chad's grandfather Eldor was a veteran of that war.

[illegible] LADYBIRD MOTU BOOKS

The orcs depicted in the Ladybird books were very different from those appearing in the Filmation series. Dull-witted and filthy, the green-skinned and pointy-eared ones served as generic minions for many villains. Their black hair was usually tied back, and some wore helmets and earrings. With their claws and fangs they were fearsome adversaries.

OVERLORDS OF THE ETERNAL DIMENSION

[illegible] ANIMATED SERIES

The Overlords of the Eternal Dimension were assembled after the Council of the Wise disbanded. Zodak was a member of both groups.

[illegible]

OVERLORDS OF THE TIMELESS DIMENSION

OTHER NAMES
Overlords of Trolla

SPECIAL ABILITIES
Sorcery

[illegible] MOTU CLASSICS
The Overlords of the Timeless Dimension were a council of powerful wizards on Trolla. They directed many agents in the conflict between good and evil. They tried to contain the magical Aura of the Gods and the Star Seed. In order to protect it, the Overlords infused its magic into the Sword of He.

Gorgon, one of the Overlords, believed the universe would descend into chaos without a single ruler and set out to make himself Master of the Universe. The other Overlords stopped him and banished him into the Unnamed Dimension, where he became known as the Unnamed One. The Overlords then created the Cosmic Enforcers, a group tasked with countering the Unnamed One's unbridled chaos by maintaining neutrality throughout the universe.

The Overlords, seeking to counterbalance the evil in the Fear Dimension, blessed the human Lord Pe'Gus Rogar with great powers and sent him to bring hope and light to the Dark Dimension of Despondos.

While the Overlords did not directly interfere in conflicts, they remained actively engaged in commanding their agents to keep chaos at bay. Their Cosmic Enforcers occasionally helped the forces of evil as well as the forces of good, although they more often aided the heroic Masters of the Universe in their conflicts on Eternia.

[illegible]

PANTHER MEN

[illegible] GOLDEN MOTU BOOKS
The Panther Men were the purple furred guardians of one part of the Sunland. They possessed large claws, and tails and wielded wooden clubs. Despite being somewhat humanoid, they were susceptible to Beast Man's animal control powers.

PELLEEZEANS

[illegible]
The Pelleezeans were a race of small furry creatures who made their home in the village of Pelleezea. Led by a wise old elder, they were peaceful, welcoming, and generous: any visitor was offered food and shelter.

Seventeen years prior to the rise of He-Man, the Pelleezeans were betrayed to Hordak by one of their own named [illegible] (later Slinker). The village was saved by the Sorceress, who remained there for some time, tending to a wounded soldier. Out of appreciation, the villagers carved her image on the wall of a cave. Years later, the older generations of Pelleezeans still remembered the Sorceress's kindness and heroism.

PEOPLE OF THE SWAMP

[illegible]
The People of the Swamp were a peaceful race of Eternian beings who resembled small teddy bears. They retreated to Eternia's swamps and were once enslaved by the villainous King [illegible].

PIRATES OF DRUNDAGAR

WEAPONRY
Electronic Boomerangs

[illegible]
Drundagar's space-faring robot pirates were sentient mechanical beings bent on the destruction of the [illegible]. The evil pirates loyally served Drundagar and were quite powerful, though many of them were instantly incinerated by Granamyr's fiery breath. The pirates primarily used electronic boomerangs as their weapons.

PIXIES

[illegible] POP WORLD [illegible]
The Pixies were small, childlike, and mischievous. They would often gather in large numbers outdoors and dance.

POLTERITES

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
The residents of Eternia's moon Polter were diminutive green beings who lived in various kingdoms located throughout Polter. Most Polterites were bald and had a single antenna on top of their heads. Older Polterites appeared to have white hair and beards. A wise group called the Council of the Three Old Men provided [illegible] for the inhabitants of Polter. Polter's most famous son was Gorpo (Orko), prince of the Kingdom of [illegible]. Strangely, Gorpo looked and behaved little like his fellow Polterites.

POLTI

[illegible] FILMATION MOTU ANIMATED SERIES
The Polti were an insect-like race on Eternia who were very territorial and mistrustful of humans. Ruled by a wise queen, they were the keepers of an ancient [illegible].

PRIMANS

OTHER NAMES
- [illegible]
- People of Primus

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
In general, Primans were defined as the human inhabitants of the planet of Primus. In the New Adventures of He-Man animated series, the Primans were said to be the last of their kind. They had long ago rejected violence and buried their weapons, leaving them vulnerable to attacks by the Denebrian Mutants.

PRINCESSES OF ETHERIA

[illegible] [illegible] POP [illegible] PLAY
The Princesses of Etheria consisted of Adora and her friends. Though they each lived in their own homes, they frequently visited Adora at Crystal Castle. They were all in love with [illegible] and became jealous if one succeeded by [illegible] them. Though they sometimes squabbled among themselves, they were united against Catra.

PRISONSTAR WARDENS

[illegible] UK MOTU COMIC MAGAZINE
The Prisonstar Wardens were in charge of the huge intergalactic prison complex known as the Prisonstar, where the most dangerous criminals in the whole universe were incarcerated. The Prisonstar Wardens were highly trained warriors, with the necessary skills to keep these particularly deadly and evil criminals under control.

PROTECTONS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Protectons were creations of the people of [illegible]. They were advanced robots who could transform into a battle mode when threatened. While their neutral mode was a fairly innocuous cylindrical shape, their battle form was covered in pointed spikes with arm-mounted lasers. They were coordinated by a master control program. The Protectons ultimately rebelled against their creators and took control of the planet.

PYGMIES

[illegible] LADYBIRD MOTU BOOKS
The Pygmies were a race of small beings who were friendly with the forces of good. They lived in mud huts within a village protected by a wall of sharpened poles. They used spears and blowguns to defend themselves.

QADIANS

2002 MIKE YOUNG PRODUCTIONS (MOTU ANIMATED SERIES)
The Qadians were a race of feline people led by Chief Carnivus in the village of Fela Qadi and the settlement of Fela Falla. After an attack by King Hsss, the Qadians were temporarily transformed into Snake Men. Chief Carnivus and his people, previously neutral, agreed to an alliance with King Randor and the Masters of the Universe.

RATTLOR HOUSE

2008 (MOTU CLASSICS)
The Rattlor House was a family of the Snake Men in service to King Hssss and their creator, the Unnamed One. Sittju, known later simply as Rattlor, was the Rattlor House's most accomplished member.

REBRUNK NURUS

2008 (MOTU CLASSICS)
The Rebrunk Nurus were an insectoid race of aliens from the planet Phallijon III. The Horde warrior Mantenna was a Rebrunk Nurus.

REPTILE CREATURES

1986 UK MOTU COMIC MAGAZINE
These reptilian creatures populated a strange city in ancient Eternia. When He-Man and Man-At-Arms were teleported to Eternia's past by Hordak's machinations, they found themselves attacked by the reptiles and their trained beast, the Zargon. When their king realized He-Man and Man-At-Arms meant them no harm, the heroes were able to remain with him and stay in the company of the reptile creatures until they found a way to return to their own time period.

REPTILE MEN (I)

1983 FILMATION (MOTU ANIMATED SERIES)
The Filmation (MOTU) series presented two groups referred to as Reptile Men. One of these groups served the Keeper of the Flame—a wizard chosen to ensure that the Crimson Scourge did not escape its prison. When Kor became the new Keeper of the Flame, it became apparent that they did not share his kind nature and were ready to obtain the information they needed by force.

The second group was a green-skinned race who dwelled in some of the more inhospitable parts of the Sands of Time. They came in many shapes and sizes. Though they were barbaric, the Reptile Men possessed high-tech weaponry.

REPTILE MEN (II)

1984 GOLDEN (MOTU BOOKS)
The Reptile Men of the Golden books were slimy reptilian pirates who served Mer-Man. They traversed the Swamplands in a flying pirate ship.

REPTONS

1983 FILMATION (MOTU ANIMATED SERIES)
The Reptons were a race of snake people in Eternia ruled by King Python. They were kept alive in their city by the magic of the Eternal Flame. Though they appeared primitive, they possessed advanced high-tech weaponry. One of their kind betrayed them and left to become the evil Kobra Khan.

REVENGE SQUAD

2008 (MOTU CLASSICS)
When Horde Prime destroyed the Reptilax Crystal, he created a chain reaction that caused anomalies in the skies over Trolla. The barrier between dimensions shattered, and a crack in space-time allowed the Unnamed One to send his force, the Revenge Squad, to Trolla.

Commanded by Lady Slither from her fortress of Snake Lair, the Revenge Squad discovered Trolla and formed the bonds of the Defenders of Trolla who protected the Temple of Power. Despite their tremendous victories, Lady Slither questioned their inability to capture the temple. When He-Man and Skeletor were accidentally teleported to Trolla, they took sides in the conflict. Skeletor allied himself with Lady Slither, promising to defeat He-Man for her but actually intending to claim the Temple of Power for himself. Skeletor led the Revenge Squad on a raid of the temple, claiming them as his own Evil Warriors despite his intention to betray them. Skeletor and the Revenge Squad were defeated by He-Man and the Defenders of Trolla.

RIDERS OF MORC

[illegible] The Riders of Morc were dangerous and demonic warriors who conquered the otherworldly realm of Morc. They forced the original human inhabitants to flee and built a castle in the shape of their leader's head. Because of the riders, Morc became known as the Monsterland. After coming to Eternia through an interdimensional gate, they kidnapped He-Man and brought him to an arena in their castle to be fed to their leader's gigantic pet monster. They wanted He-Man out of the way so they could conquer Eternia themselves. He-Man tricked their leader into falling into the arena, and the monster killed him and destroyed the castle, presumably killing all the Riders of Morc as well.

ROBOT BOUNTY HUNTERS

[illegible] The Robot Bounty Hunters were a sinister group of androids who served the mysterious being known as the Dead One. Artilla had once been a member of the group before he broke his ties with them and escaped. The bounty hunters were all of a similar design to Artilla, though less advanced and not as well armed.

ROCK CREATURES

[illegible] The Rock Creatures were a peaceful tribe of anthropomorphic rocks who lived on the rocky plains near the Whispering Woods. They were friendly with Adora. Their young were expected to pass a series of tests of their wisdom and bravery to prove they were ready for adulthood, and then [illegible] the Lava of Fire, which would turn them into adult Rock Creatures. The demon who dwelled within the Cave of Fire was a longtime friend of the Rock Creatures, but their young were not told this, as they were expected to overcome their fear of him in order to pass the test.

ROCK PEOPLE

[illegible]

[illegible] The Rock People were [illegible] peaceful race living underground on Eternia. Two of their number, Bolor and Tuger, broke with their people's peaceful ways. They were cruel and aggressive toward those who lived aboveground.

ROYAL COUNCIL

[illegible] King Randor's Royal Council was a group of advisors who were typically present in his throne room.

SANNS

[illegible] The Sanns were an ancient race of powerful demonic creatures that tried to conquer Eternia centuries in the past. They were defeated by the Elders and banished to the Netherworld so Eternia might be safe from their evil. Only the answer to a certain riddle would allow them to return to Eternia and conquer Castle Grayskull. When Skeletor brought the guardian of the Sanns, Kalla, the Lost Magician, to Eternia, Kalla proved too difficult for him to control and sought the answer to the riddle so that his masters could invade Castle Grayskull. But after Skeletor provided Kalla with an incorrect answer to the riddle—courtesy of He-Man and Man-At-Arms, who were aware of the Sanns' history—Kalla failed in his attempt to attack Grayskull, and He-Man used the power of his sword to return Kalla to the Netherworld.

SCAREGLOWS

[illegible] Scareglows were a race of ghost-like demons with black bodies and purple capes. They had skulls for heads. Very little was known about them, but they existed for many centuries and were talked about long before the time of Prince Adam. Like the Dead Man, the Scareglows were thought to be only a story even during those ancient times.

When Skeletor faced off against the Justice League, he summoned Scareglows to attack them. The Scareglows did not speak but instead made howling "Skrooo" sounds. They could be harmed, as He-Man was able to cut off one of the Scareglows' arms with his Sword of Power. After the Eternity War, when Skeletor used his new powers as Master of Death to summon spirits across all time and space, among them was a single Scareglow.

SCIENCE COUNCIL

[illegible] The Science Council was a body of Eternian scientists to whom inventors or their apprentices could present their creations.

SCORPIONS

[illegible] The Scorpions were a race of powerful warrior women with claw-like hands and stinging arms who lived on Etheria.

SEA FAIRIES

[illegible] FILMATION FOR ANIMATED SERIES
The rarely seen Sea Fairies were tiny, brightly glowing women with beautiful wings. They were dreamers and lovers.

SEA PEOPLE

[illegible] LADYBIRD MOTU BOOKS
The Sea People were a crustacean race ruled by Mer-Man beneath the oceans of Eternia, serving him as soldiers, guards, and spies. They wore clothing made of seaweed and carried tridents, along with Zero Energy projecting weapons. They could breathe both in water and on land.

SELKIES

[illegible] FILMATION FOR ANIMATED SERIES
The Selkies were a fur-legged, walrus-like race that resided in the Kingdom of the Snows on Etheria. Led by Chief Nuktuk, they were easily duped into declaring war upon the Snow People.

SENTINELS OF GRAYSKULL

[illegible] LADYBIRD MOTU BOOKS
The Sentinels of Grayskull were mysterious, shadowy guards who defended Castle Grayskull from evil. They carried laser rifles.

SERULANS

[illegible] LADYBIRD MOTU BOOKS
Led by A-Zan, the Serulans were a race of human freedom fighters in another dimension who fought against Ver-Dan's tyranny.

SHADOW PEOPLE

[illegible] LADYBIRD MOTU BOOKS
The Shadow People existed in the Valley of Dagor. Though humanoid in shape, they possessed large pointed ears and glowing white eyes. Shadow People could only survive in darkness.

SHADOW-FOLK

[illegible] UK MOTU COMIC/MAGAZINE
The Shadow-Folk were the inhabitants of the Shadow Land and occasionally called on He-Man for help.

SKELCONS

[illegible] LADYBIRD MOTU BOOKS
The Skelcons were blue-skinned humanoids with horned light blue skulls and hook-like mouths. They dwelled beneath Snake Mountain and were utterly subservient to Skeletor. Their purple clothing was similar to their master's, and they served him as infantry, guards, technicians, engineers, and servants. They wielded swords and daggers featuring a bone motif. Without Skeletor's guidance, they were lazy and cowardly creatures.

[illegible] MOTU CLASSICS
The Skelcons were a race of demons who dwelled in the Dimension of Infinita and worshiped the bones of their ancestors. Skeletor brought them to Eternia, where they served as his foot soldiers, wearing skull masks and wielding bone weapons. During a battle with Hordak, the Skelcons were returned to Infinita, but Skeletor's power over them remained. When Despara planned her attack on Eternia years later, she resurrected Skeletor in part to use his power over the Skelcons, whom she enhanced with dark magic, giving some of them wings. The Skelcons later kept Skeletor's remains in a temple, hoping to resurrect him.

SKELETOIDS

1983 FILMATION MOTU ANIMATED SERIES
The Skeletoids were half-sized duplicates of Skeletor, which Skeletor created using the Duplicator machine he stole from Man-At-Arms. He set them upon the Royal Palace of Eternia and his army of Skeletoids soon overran the Royal City. Although he intended to use them to take over Eternia, the Skeletoids all shared Skeletor's personality, and this proved to be their weakness when they began to fight among themselves over which of them deserved the seat of power in Eternia. This gave He-Man the opportunity to destroy the machine, causing the Skeletoids to vanish.

SKELETON WARRIORS

2002 MVCREATIONS MOTU COMICS
The Skeleton Warriors that Skeletor created for himself seemed to act independently enough to fight against any enemies with weapons such as swords and axes. They did not talk or show individual thinking, and once they were smashed into pieces they did not regenerate. The Skeleton Warriors followed instructions and were able to fly Pterodactyls, but they were not the brightest lights. All Skeleton Warriors looked alike, though some troops had gray armor over their bodies, and those that appeared to be working closest to Skeletor on a mission wore red armor to stand out from the others.

SKYLANDERS

1985 FILMATION SHE-RA ANIMATED SERIES
The Skylanders were peace-loving, anthropomorphized trees who lived on a floating island high above Etheria's surface. Their roots and branches served them as limbs. They were led by Argus.

SLAVES

1985 FILMATION POP ANIMATED SERIES
The moment the Evil Horde gained a foothold on the planet of Etheria, they began to enslave the populace. From every kingdom and village that they conquered, the Horde captured groups and made slaves of them. Often moved onboard Horde Slave Transports, the slaves could often be found in the dungeons of the Fright Zone or various mines across Etheria, mining important minerals for the Horde.

1986 UK POP COMIC MAGAZINES
The UK comics showed slaves who were Horde captives from the villages of Etheria, forced by Hordak to work in the giant Horde Trooper Factory manufacturing the Troopers. Although they were made to work in the assembly lines putting Troopers together, the slaves sabotaged as many Troopers as possible, putting in faulty parts such as defective logic circuits and impaired targeting systems. This was why many of the Troopers were stupid or unable to shoot straight. After becoming aware of the slave operation, She-Ra, Swift Wind, and Castaspella opened a magical portal to transport them back to the Whispering Woods.

SLEBETOR SLUG-MEN

SPECIAL ABILITIES
Draining energy from foes

2013 MOTU CLASSICS
The Slebetor Slug-Men were a race of amphibious creatures who lived deep in the Lake of Grool on Eternia. One of their number, Kulkmasiroth, was captured by the Horde and mind-wiped, becoming Leech.

SLITHERIANS

1986 UK MOTU COMIC MAGAZINES
The Slitherians were an evil reptilian race that threatened the world of Jungulus. Grizzlor's race, the Jungulians, defended the planet against the Slitherians and eventually drove them from their world. Although Grizzlor was the baby of his family, due to his strength and savage anger he was allowed to join in the war against the Slitherians.

SNAKE CLAN

FOR THE ACTION FIGURE RELEASE, SEE SNAKE MEN

1983 FILMATION MOTU ANIMATED SERIES
The Snake Clan was a race of somewhat snake-like people who coexisted peacefully alongside the Ape Clan in Eternia's ancient past. Skeletor's arrival during their time caused the two factions to go to war. His subsequent defeat allowed them to make peace once more.

SNAKE MEN

KEY MEMBERS
King Hiss
Rattlor
Tung Lashor
Snake Face
Sssqueeze

OTHER NAMES
Clan of the Viper
First Ones

1986 MOTU MINICOMICS

The Snake Men were an ancient race led by King Hiss. They conquered planets thousands of years in the past and then came to Eternia and took Snake Mountain as their base. They were banished by the Elders into a timeless void, where they did not age. Their hatred for Eternia increased exponentially as the millennia went on. Once they were freed thanks to Skeletor, they wreaked havoc upon Eternia during He-Man's day.

1986 UK WORLD MOTU ANNUALS

The World annuals presented more information about the Snake Men's history. Centuries before, thousands of Snake Men warriors had marched across Eternia, spreading out and conquering everything in their path. They took Snake Mountain and Viper Tower, from which they organized their campaigns. Their efforts were short-lived, as the Elders banished them to the Timeless Dimension. This extended their lives by millions of years, but their memories were unable to cope with this, and thus they did not always remember their past, particularly their original occupation of Eternia, which occurred at the same time the Elders held their magical seat at the Pyramid of Mysteries. They were imprisoned for hundreds of years.

When Skeletor heard about the Snake Men's existence, he sought to use his magic to free them and bring them back into Eternia's dimension. The task, however, was too much for his powers, and he was only able to release five of the Snake Men, including King Hiss, Rattlor, Snake Face, Sssqueeze, and Tung Lashor.

1986 GERMAN MOTU AUDIO PLAYS

The German audio plays portrayed the Snake Men as a spacefaring clan who had induced terror on many planets throughout the universe. They came to Eternia at the invitation of Skeletor to aid in the war against the Masters of the Universe. Unlike the Horde, they were completely loyal to Skeletor.

1986 MARVEL STAR MOTU COMICS

In the Marvel Star comics, the Snake Men were imprisoned in a tomb beneath Snake Mountain by the Elders. Skeletor freed King Hiss, Rattlor, and Tung Lashor, who initially joined the ranks of his minions. Eventually, however, the Snake Men separated from Skeletor. Under the leadership of King Hiss, they sought to conquer Eternia for themselves. Kobra Khan defected from Skeletor's warriors and joined them, while Sssqueeze and Snake Face were depicted in Hordak's service.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, the Snake Men had conquered many worlds before setting their sights on Eternia. Long ago, they conquered the planet and ruled from their base in Snake Mountain. For years, the people of Eternia lived in fear under their tyrannical regime. Early attempts at resistance proved futile, and the Snake Men enjoyed total dominance across Eternia.

A group of wise Elders, led by Keldor, gathered to decipher what could be done about the Snake Men. They combined their heroic power and banished the Snake Men into the Timeless Dimension, where they remained for millennia.

Over the next few thousand years, King Hiss's prison, along with the history of Eternia, grew in time. Skeletor released him by bending his own power into the Cosmic Rod beneath Snake Mountain. King Hiss, in turn, released Tung Lashor and Rattlor, forming the Clan of the Viper.

Without the numbers to conquer the planet on his own, King Hiss and his Snake Men formed an uneasy alliance with Skeletor and his Evil Warriors, and the two factions worked together to conquer Eternia. Not long afterward, they also freed Snake Face and Sssqueeze. The group set about recovering Viper Tower, the old command center, from where it had been sunk into the ground

by the Elders. They succeeded in causing the tower, but it was soon taken by the Horde Warriors.

The Snake Men maintained aspirations of reasserting their dominance over humankind, and King Hiss harbored hopes of one day finding his entire army and unleashing them across Eternia once more.

1987 GERMAN EHAPA MOTU COMICS

In the Ehapa comics, due to their relatively smaller numbers, the Snake Men often lent their aid to either Skeletor's Demons of Evil or the Horde.

1987 ITALIAN MAGIC BOY MAGAZINES

In the Italian Magic Boy comics, the Snake Men were quite deadly and successfully captured He-Man at one point. The Snake Men revered a deity known as the Snake Goddess and seemed to crave power and supremacy above all else. Kobra Khan even went so far as to covetously snatch the Black Crystal of Power from the clutches of King Hiss himself.

1987 POWER TOUR

In the Power Tour, it was revealed that in Ancient Eternia the Snake Men were enemies of the five Wizards of Good. The Snake Men were previously led by Hordak, who directed them to launch an attack upon Eternia. The wizards subsequently defeated the Snake Men and sealed them behind a mystic wall.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The MYP series drew from earlier depictions of the Snake Men, adding fresh details to create a new history. The Snake Men did not come from an outer world to Eternia but existed already in ancient times. Among King Hiss's thousands of Snake Men warriors, only the most powerful possessed unique powers, such as Snake Face's gorgon-like ability to turn others into stone or General Rattlor's extending neck. All Snake Men could manifest gills to breathe underwater and had regenerative qualities.

The enormous snake god Serpos was their deity. Its followers conquered and devastated entire populations before the Council of Elders imprisoned him in stone long in the past. The Snake Men lived nowadays in their deity's petrified shell, which would later serve as the imposing fortress known as Snake Mountain. After Hordak came to Eternia, he fought against the Snake Men, and they went into hiding. After King Grayskull defeated Hordak, the Snake Men slowly started to emerge again.

Similar to other canons, the Snake Men were defeated by the Elders, but this time Zodak helped them, and in contrast to banishing them into a timeless void, they were sealed in a timeless prison called the Void, located deep under Snake Mountain.

Many years later, Kobra Khan freed the Snake Men. They ousted Skeletor and his Evil Warriors from their citadel and renewed their campaign against the kingdoms of the Light Hemisphere. To ensure their success, King Hiss recovered the Serpent's Ring, the Ophidian Spire, and the Medallion of Serpos and plotted to transform everyone into Snake Men. They released Serpos once more but were defeated by the Masters of the Universe with help from the Council of Elders, summoned by He-Man.

2008 MOTU CLASSICS

The Classics provided a more complicated history for the Snake Men, presenting them as creations of the Unnamed One, who created them by magically combining the DNA of three cold-blooded alien races. He bred them to be his loyal foot soldiers in an ever expanding army. He assigned several battalions to the viper lord King Hiss and sent him to Eternia to plunder its secrets and hidden magic. After fighting King Grayskull and the Horde during the First Ultimate Battleground, the Snake Men were soundly defeated.

After Kobra Khan freed the Snake Men five thousand years later, they battled He-Man and the Masters of the Universe for a time before joining forces with the Evil Horde for the Second Ultimate Battleground. They were finally defeated and destroyed when Orko undid the magic spell that created them.

2012 DC MOTU COMICS

The 2012 DC comics presented a different depiction of the Snake Men. Also known as "the First Ones," the Snake Men were the original inhabitants and rulers of Eternia. Banished to the Ring of Death in Subternia, they were finally freed when Teela became the new Sorceress. The Snake Men regarded her as the Sorceress of Serpos, a mouthpiece to the Goddess herself.

The Snake Men joined forces with the Renegade Masters of the Universe in order to fight their common foe, the Horde.

Snake Men attack in DC Comics.

SNAKE STRIKE SQUAD

2014 MOTU CLASSICS

The Snake Strike Squad was a newly created unit of fighters who served King Hiss during the Second Ultimate Battleground. The squad fought alongside Grizzlor (Hyper Bee Jets) against a squadron of Bharen Hawks.

SNOW DWARFS OF CRYSTAL MOUNTAIN

1983 LADYBIRD MOTU BOOKS

The Snow Dwarfs of Crystal Mountain were wise and magical little men who lived in a citadel at the top of Crystal Mountain on Eternia.

SNOW PEOPLE

[illegible] FILMATION POP ANIMATED SERIES
A proud warrior race, the Snow People lived at Castle Chill and served Frosta loyally.

SOLAR SAILOR CREW

[illegible] FILMATION POP ANIMATED SERIES
The crew of Sea Hawk's Solar Sailor were a loyal group of men, all skilled in the ability to oversee a flying ship. The crew believed in Sea Hawk, and they carried out his orders without question. Many were skilled swordsmen and in peak physical condition; however, their singing voices left a lot to be desired.

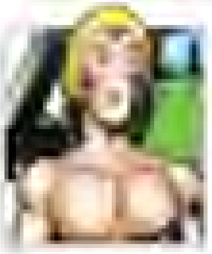
SOLDIERS OF DARKSPUR

[illegible] FILMATION POP ANIMATED SERIES
Serving the wicked King Darkspur, the gray-armored knights carried out his orders without question, many of them fearful of his wrath. They bullied Darkspur's prisoners and always wore armor which bore the red skull-like emblem of King Darkspur.

SPACE PIRATES

[illegible] FILMATION MOTU ANIMATED SERIES
Led by Sticky Fingers, the Space Pirates were a group of criminals who traveled from planet to planet, attacking villages and stealing everything they could.

SPINNERS



[illegible] UK WORLD MOTU ANNUALS
The Spinners were a spindly, diminutive Eternian race renowned for manufacturing the strongest ropes on the planet.

SPIRITS OF THE DECEASED

[illegible] GERMAN MOTU AUDIO PLAYS
The Spirits of the Deceased were phantoms who existed in the Mystic Mountains. Though invisible to the living, their whispers could be heard by those who passed through their lands. They disliked intruders, but whether or not they could harm trespassers remained unclear.

SPELEANS

SPECIAL ABILITIES
Flight
Superhearing

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Speleans were a race of bat-like people ruled by Lord Dactys in the caverns of Subternia. They were skilled metalworkers, crafting steel swords at a great forge in use to defend themselves against the Caligars, with whom they shared hostilities. They were gifted with excellent hearing and were powerful fliers, swooping down on their enemies with enough strength to lift them off the ground.

Lord Dactys represented the Speleans on the Eternian Council, joining other races in the Light Hemisphere in their struggle to stem the spread of evil.

[illegible] MOTU CLASSICS
The Classics line presented a different version of the Speleans' history. During the Great Unrest, the Spelean ruler (known then as Lord Dactus) led them into battle on the Eternian surface alongside King Miro and the Caligars. When the Speleans returned to their home, they found it in ruins and blamed the Caligars, who in turn blamed the Speleans for the mysterious destruction of their own kingdom. For years, the two races remained bitter enemies until the threat of the Snake Men enabled King Randor to convince them to join forces.

SPIDER ARMY

[illegible] US MOTU COMIC MAGAZINES
When a chance combination of two failed experiments by Man-At-Arms and Orko, and a magical bolt from Skeletor, turned an ordinary spider into a giant creature with advanced intelligence bent on conquering Eternia, the spider summoned hundreds more of its kind and put together a machine that both enlarged them and increased their intelligence. The lead spider sent its new army after the Heroic Warriors, and they succeeded in overpowering several of them and trapping them in their webbing. However, back in their lair, the Spider Army decided their power was superior to that of their leader, and they turned on him, trapping him in their webbing and declaring they would conquer Eternia themselves. They marched on Viper Tower to go after the Heroic Warriors, but He-Man devised a plan that cancelled out the effect of the machine and restored the Spider Army to normal size.

STAR COUNCIL

[illegible] UK WORLD MOTU ANNUALS
The Star Council was a group which only convened at times of dire trouble in the kingdom of Eternia. They were brought together by King Randor.

STAR MERCHANTS

[illegible] MOTU CLASSICS
Star Merchants were traders and salespeople who came to ancient Eternia selling goods and livestock. They brought winged griffins that eventually broke loose from the merchants' control and overcrowded a region deep in the Vine Jungle.

STAR SISTERS

[illegible] US POP MAGAZINES
The Star Sisters each possessed unique powers. Starla could sense danger and had the magical power of star glitter. She carried a star-topped staff. Tallstar could extend her limbs, which enabled her to grow taller than the highest trees. Doing so also gave her increased strength. Jewelstar, the youngest Star Sister, could fold herself into the shape of a glistening crystal. She could use the crystalline aspects of her body to reflect light and blind or confuse her enemies. The magical Glory Bird protected and guided the Star Sisters. The Sisters had to return to their Crystal Cavern at every new moon when the starlight was at its brightest, in order to recharge their powers.

An evil sorceress who was jealous of the Star Sisters' goodness locked them within a crystal

prison inside of a deep cavern. It was She-Ra and Swift Wind who discovered and freed the Star Sisters from their prison.

[illegible] MOTU CLASSICS
An evil sorceress who was jealous of the Star Sisters' youth and beauty imprisoned them in a shooting star and sent them hurtling through space. After landing on Etheria, they were released from their prison by She-Ra. They joined the Great Rebellion in gratitude. Later, they fought in the Second Ultimate Battleground on Eternia.

STARBAND MARSHALS

OTHER NAMES
Starband

[illegible] UK WORLD MOTU ANNUAL(S)
The Starband was a group of interstellar lawmen. Rio Blast was once a member of the Starband.

[illegible] UK MOTU COMIC MAGAZINE(S)
In the UK comics, the Starband Marshals were established by Rio Blast on the world of Loredas in an attempt to protect its people and its precious [illegible] mines from Horde Prime. Rio and the Starband became legendary. When Horde Prime unleashed against them, he succeeded in destroying the planet. Rio Blast was the only surviving member of the Starband Marshals.

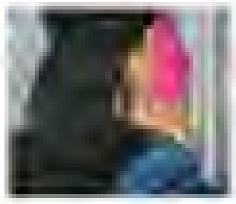
SYLANI

[illegible] FILMATION MOTU ANIMATED SERIES
The Sylani were three diminutive, fairy-like people who dwelled within the Whispering Valley. They were tasked with maintaining peace in the valley and protecting the last unicorn.

SYLCONS

[illegible] FILMATION MOTU ANIMATED SERIES
The Egyptian-like Sylcons were an ancient Eternian civilization that vanished thousands of years in the past, leaving only a temple behind. They had fought against King [illegible] and were responsible for the creation of the Time Wheel.

THENURIANS



[illegible] MOTU NEWSPAPER STRIPS
Thenurians were a short, stocky alien race with reddish skin, pointed ears, and gill-like slits. They favored long robes and cowls. Gwildor was shocked when he saw what he believed to be a female Thenurian, as he believed he was the only Thenurian on Eternia.

[illegible] MOTU FILM
The 1987 MOTU film established that Thenurians were powerful and inventive in every way.

THREE TERRORS

[illegible] [illegible] CURSE OF THE THREE TERRORS CARTOON
Terror Bat, Terror Wolf, and Terror Jaguar, collectively known as the Three Terrors, were a trio of animal-headed warriors from Eternia's distant past. They served the evil being King [illegible] who ruled Eternia for many millennia. The Three Terrors helped him spread terror across the land and their lair was found at Mount [illegible] in the Canyon of Spiders.

TIME AGENTS

[illegible] MOTU CLASSICS
The Time Agents were an organization created by King He-Man to police the timeline and fought for the Royal Family throughout history. He sent one agent, the Mighty Spector, back to the days of the Great Wars to fight alongside his ancestor, King Grayskull. Following the war, Spector brought the warrior Sir Laser-Lot, whom a younger He-Man had met during his own time-travel adventures, forward to the future to serve as King He-Man's new Man-At-Arms.

After King He-Man's son Prince Dare took up the Sword of He to become He-Ro II, the Time Agents helped him escape from the Unnamed One to Preternia.

TORCS

[illegible] FILMATION MOTU ANIMATED SERIES
Like the [illegible], Torcs were small, gray creatures in [illegible] uniforms. Unlike the [illegible], however, they were quite intelligent and capable of speech.

TORGS

[illegible] FILMATION MOTU ANIMATED SERIES
The Torgs were a barbaric race led by King [illegible]. Tough and strong, they wore very little protective armor in battle. Though appearing primitive, they had access to advanced technology, which they used in their weapons.

TORLOCKS

[illegible] UK WORLD MOTU ANNUALS
Torlocks were a hideous humanoid tribe of green-skinned ogres from Eternia's past. They were notorious for being both treacherous and ill-tempered.

TREE PEOPLE

[illegible] FILMATION MOTU ANIMATED SERIES
The Tree People lived within Eternia's Crystal Forest and were often at war with the Cave Dwellers. They were a tall and resourceful people with a vast knowledge of both nature and science.

TROLLANS

SPECIAL ABILITIES
Sorcery
Levitation

1983 FILMATION MOTU ANIMATED SERIES
Trollans were a blue-skinned race of diminutive, levitating beings from the world of Trolla. Though many were sorcerers, not all Trollans practiced magic. Trollans kept their faces hidden at all times, only showing them to those they loved in a ritual similar to an engagement. Orko was not the only exception: it was stated that he came from a sect of Trollans that did not follow the custom of covering their faces. It was also said that purple blood ran through Trollan veins.

1985 FILMATION POP ANIMATED SERIES
Though otherwise consistent with the Filmation MOTU series, the POP series gave us a look at Madame Razz on Trolla, in which Trollan culture seemed uncivilized. They were savage and [illegible] and did not seem to have any ability to perform magic, relying instead on brute force.

2008 MOTU CLASSICS
The Classics gave its own version of Trollan lore. A group of the most powerful Trollans became the Overlords of Trolla and captured the Aura of the Gods after it swept through the Five Dimensions. After they created the Sword of He, members of the Trollan elite were assigned as guides for those who would wield it. In general, Trollans were a kind and peaceful people, apart from the evil Gorpo, who betrayed the Overlords and was banished to the Nameless Dimension to become the Unnamed One. The Sword of He, from which the name "He-Man" originated, included the Trollan word for power, "he."

2012 DC MOTU COMICS
In the 2012 DC comics, a possessed Orko transformed his fellow Trollans into demons with sharp teeth and glowing eyes. These creatures were so powerful, it took the combined power of He-Man and Superman to fight them off. He-Man hoped to one day free them from Orko's control.

IMAGE COURTESY OF DC COMICS

TROLLS

1984 MOTU MINICOMICS
The MOTU minicomics depicted trolls as a vicious and diminutive goblin-like race with yellow skin and dark tufted crests upon their grotesque heads. Though small, they were aggressive and carried primitive hammers made of rocks and sticks.

1985 LADYBIRD MOTU BOOKS
The trolls presented in the Ladybird books were of another type. Tall, hairy and bearded, the trolls were savage, bloodthirsty creatures who allied with Skeletor, serving as a sort of army.

1985 FILMATION POP ANIMATED SERIES
The trolls of the Filmation POP series were a race of powerful yet highly skilled warriors, led by the wise King Arbo. When the Horde invaded Etheria, the trolls offered to help defend against them alongside the other Etherian races but were rebuffed by the prejudiced humans. They moved away from the rest of civilization, creating a home for themselves in Spikemoor. Eventually, the trolls and other races of Etheria made peace and fought together against the Horde.

An ancient race with a history spanning thousands of years, the trolls had knowledge long since lost to other Etherians. They played a vital role in helping She-Ra discover the location of the Crystal Castle on Skydancer Mountain.

1986 UK MOTU COMIC MAGAZINES
The UK comics presented us with a race of trolls who lived in the Cave of Kemack, beneath the Murky Mountains. He-Man and his comrades encountered the trolls as they tunneled their way through the mountains to battle one of Skeletor's schemes. The trolls were no threat to the heroes, for they were cowardly and quickly scared away from the scene by a warning blast from He-Man's sword.

TWIGGETS

1985 FILMATION POP ANIMATED SERIES
The Twiggets were a diminutive, purple-skinned race with white hair who resided in the Whispering Woods. Clumsy at magic, the Twiggets would feel the effects of anything that came to their forest home. They were particularly good at blending in with the woods, becoming nearly invisible. They made use of this to confuse intruders. Many Twiggets lived in a village near the Whispering Woods. They were led by King Sprite and Queen Sparkle.

The Twiggets were allied with the Great Rebellion and were always willing to aid in the fight against the Horde. In battle, the Twiggets demonstrated cunning tricks and used their size cleverly. Some Twiggets, mainly Sprag, wielded crossbows which could shoot a variety of missiles, though they most commonly used exploding bullets filled with sneezing powder.

1986 UK POP COMIC MAGAZINES
In contrast to their previous depiction, the Twiggets in the UK comic magazines were only three in number (Sprag, Spriblin and Sprocket), and they were also lazy, loving nothing more than finding a comfortable place in the woods for their afternoon nap. Although peaceful and harmless creatures, they were occasionally preyed upon by the Horde for use in their schemes, and in these instances they showed bravery and courage in spite of their small size. They were otherwise kind and gentle creatures who loved the company of She-Ra and her friends in the Great Rebellion.

TYCONS

1983 FILMATION MOTU ANIMATED SERIES
The Tycons were an ancient Eternian race who had become nearly extinct and now dwelled within underground catacombs. They were very large and green in color, possessing unique yellow wings and oversized black eyes. They were extraordinarily strong, especially the Tycon leader, Tycor. They had to regularly consume three times their body weight to survive.

UGLY BUNCH

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Ugly Bunch were a criminal organization operating from Denebria. They were among the most dangerous outlaws in the Tri-Solar Galaxy and were led by Tri-Lock.

VARGONIANS

1986 UK MOTU COMIC MAGAZINES
The Vargonians were the inhabitants of the Eternian village of Vargo. They were the recipients of charitable contributions from Hordak, such as food and clothes. Although this convinced them that Hordak had changed his ways, they were merely being used as pawns to lure He-Man into a trap.

VEBEX ROCK MEN

2008 MOTU CLASSICS
The Vebex Rock Men were aliens from the Tri-Solar System. One of their number, Callix, joined Hordak's forces when the Horde first invaded Eternia.

VEJULIAN GWITTHROL TROLLS

2008 MOTU CLASSICS
The Vejulian Gwitthrol Trolls were a diminutive race of Eternian dwarfs who lived in Tundaria. One member of their clan was the brilliant inventor Gwildor, who was noted for his unusual curiosity and great intellect.

SEE ALSO: THENURIANS

VIPER HOUSE

OTHER NAMES
Viper Clan

2008 MOTU CLASSICS
The Viper House, also known as the Viper Clan, was the royal household of King Hssss—one of the Unnamed One's chief generals in his serpent army. The house ruled over Eternia for three hundred years until D'Vann Grayskull led an army to free Eternia from Hssss's oppression.

VIZEPIANS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Vizepians were a mysterious race of energy beings who dwelled in deep space. They resembled large, cloaked balls of purple energy with two glowing eyes.

WAR STAR CREW

1986 MARVEL STAR MOTU COMICS
Hordak's War Star Crew were significantly different from his typical Hordesmen. The alien beings boasted bulbous heads and thin bodies. They were clad in green spacesuits.

WAVE-LATORS

1986 UK MOTU COMIC MAGAZINES
The Wave-Lators were beings of pure electrical energy who powered Horde Prime's War World.

WHISPS

1986 UK POP COMIC MAGAZINES
The Whisps were a race of living lights who were led by Whill and made their home on the Honeycomb Asteroid. They spoke Galacti-Talk, a language She-Ra could understand. Their leader, Whill of the Whisps, warned She-Ra of a great danger to them and Etheria. They provided She-Ra with her Starburst Cape and tiara. Afterward, She-Ra provided the Whisps with a new home in Crystal Falls.

WIDGETS

1983 **FILMATION MOTU ANIMATED SERIES**

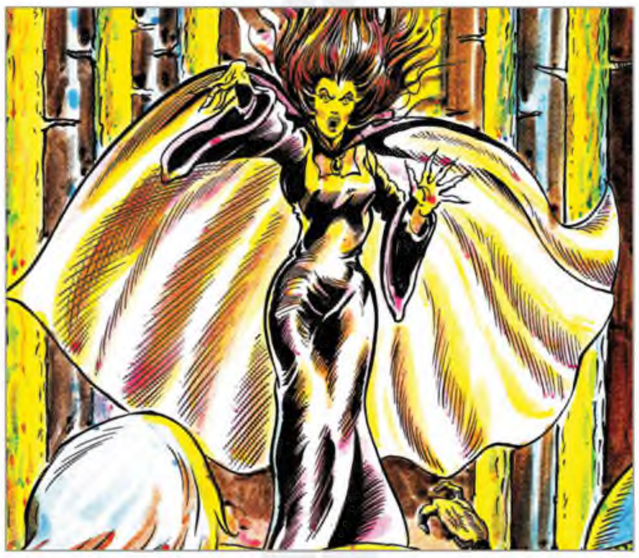
The Widgets were a diminutive race who lived in a fortress in the Widget Woods on Eternia. They mined Coridite and were led by Kando. Despite their size, they were brave and always willing to help the Heroic Warriors, though they were taken advantage of from time to time by the Evil Warriors. Their usefulness and friendship proved that their tiny stature was unimportant.

WITCHES OF FIRE

1983 **FILMATION MOTU ANIMATED SERIES**

Long ago, the Witches of Fire threatened the Forgotten Forest. A previous Man-At-Arms, long before Duncan, drove them away and saved the forest.

WITCHES OF THE WESTERN HILLS



1984 **UK WORLD MOTU ANNUALS**

The Western Hills had always been a place of superstition. The Witches of the Western Hills appeared there, transforming into ravens, taking flight, and terrorizing any who traveled through their domain. They were, in fact, an illusion created by Skeletor and Evil-Lyn.

ZACTONS

SPECIAL ABILITIES

Suspending time

1983 **FILMATION MOTU ANIMATED SERIES**

Zactons were thousand-year-old robots who were programmed to protect the treasures of the Ancient Ruins. They had no legs, simply gliding along the ground, and could not be reasoned with. A beam which they projected from their chests could suspend intruders in time. They were quick to act without processing new information.

ZOOTRONS

1985 **FILMATION POP ANIMATED SERIES**

The Zootrons were levitating guards at the Horde zoo under the command of Vultak. They possessed metallic tentacles for capturing foes and wielded a stun stick.

WOLF PEOPLE

1983 **GOLDEN MOTU BOOKS**

Only one Wolf Person appeared in the Golden book *Secret of the Dragon's Egg*. He was seen alongside Beast Man and Goat Man as well as two other unnamed humanoid creatures, one of which was a reptile man and one of which was a cat man. It is unclear whether the unnamed wolf creature was a member of a larger race or not.

1984 **UK WORLD MOTU ANNUALS**

The MOTU World annuals depicted the Wolf People as a noble race who had once, long ago, been ruled by Agnar. When she died, a jewel-encrusted statue in her likeness was created. Later, the statue was stolen by the pirates of the *Tradewind*. The Wolf People declared that whoever returned the statue would be their true leader.

ZUMMI-BEES

1986 **UK MOTU COMIC MAGAZINES**

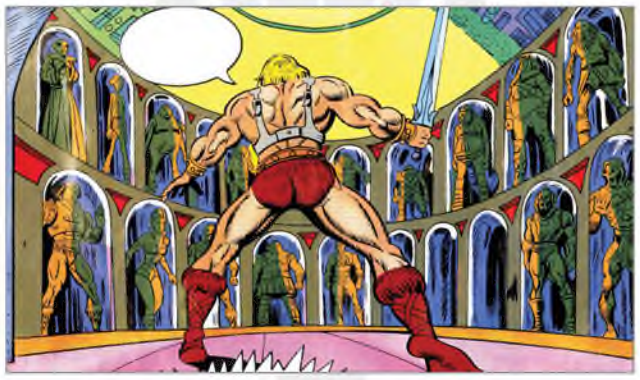
Zummi-Bees were large Eternian human-bee hybrids who were attracted to the scent of sunflower oil.

WUGLIES

1986 **UK POP COMIC MAGAZINES**

The Wuglies were a troll-like people who lived in the Wugly Warrens beneath a mountain in the Kingdom of the Snows. They were ruled by King Rark. Wuglies were a reclusive race and spoke Freezian.

XYKS



1987 **GERMAN EHAPA MOTU COMICS**

The Xyks originated from the planet Xygon, where they were threatened with extinction. They wanted to repopulate their planet with people whom they abducted from other worlds, including Eternia. The Xyks themselves were never seen; they preferred to operate through their robotic ambassadors. They traveled inside a massive spaceship which contained a city where they apparently lived.

ZUNDAR GOBLINS

1986 **UK POP COMIC MAGAZINES**

The Zundar Goblins lived deep within the cavernous underground regions of Etheria. They preferred to be left alone, and few dared encroach upon their territory lest they suffer their wrath. They were the keepers of the Stone of Secrets, which they had once stolen from a wizard, before Shadow Weaver stole it from them.

The universe of **He-Man** and **She-Ra** is full of mystery. And thanks to over four thousand entries covering its characters, beasts, vehicles, locations, weapons, and magic, you can learn all of its secrets!

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